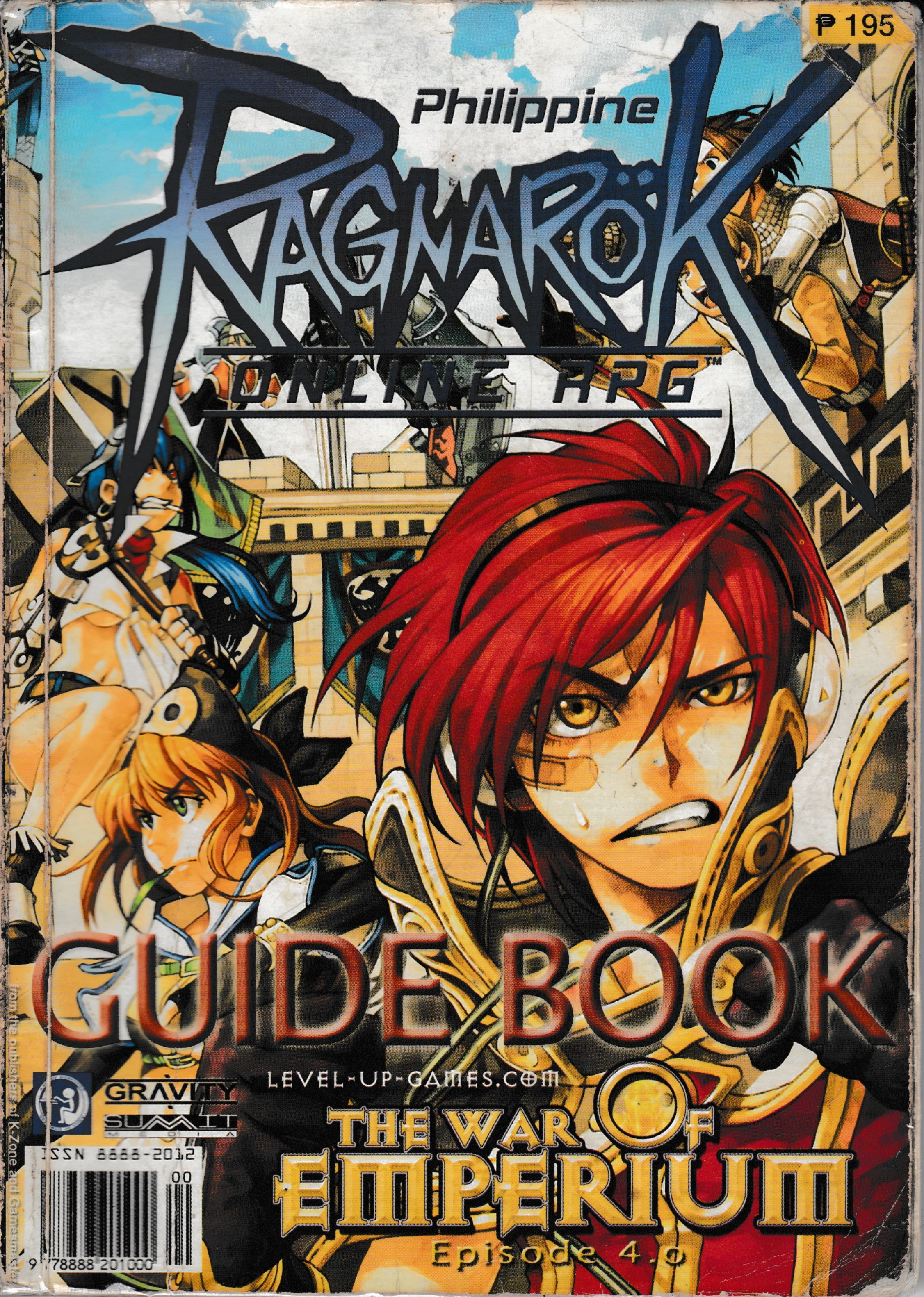


₱ 195

Philippine RAGNARÖK ONLINE RPG™

GUIDE BOOK

LEVEL-UP-GAMES.COM

THE WAR OF EMPERIUM

Episode 4.0

GRAVITY
SUMMIT MEDIA
from the publishers of K-Zone and Gamesmaster
ISSN 8888-2012
00
9 778888 201000

Loads of freebies and prizes!
THE HOTTEST TOONS AND ANIME!
Cool puzzles and do-it-yourself projects!
K-ZONE
WHERE KIDS RULE!
AWESOME GAMING TIPS AND CHEATS!
THE LATEST ON YOUR FAVORITE STARS, MUSIC, BOOKS AND MOVIES!
Comics and fun pages
SUMMIT MEDIA

Get your K-Zone monthly issues at your leading bookstores and magazine stands.

ACKNOW

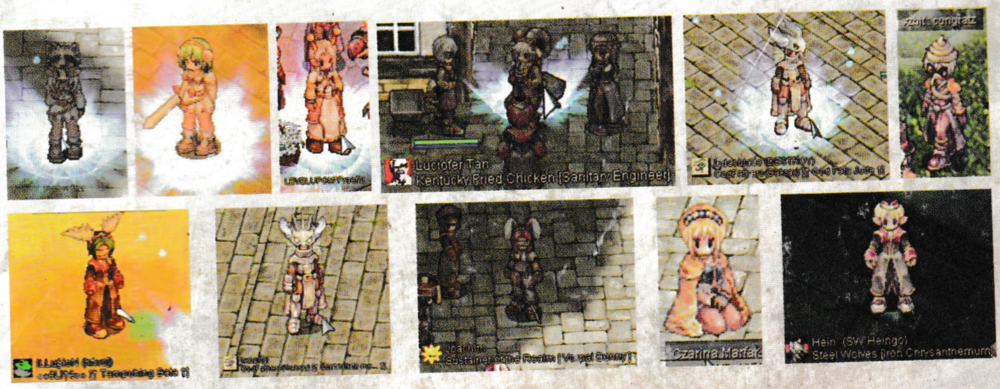
We would like
people, for
guidebook would
motely this decent
Jazzpogi and the re
Sakray, thanks for th
helping us tour Tur
giving us a hard tim
to Czarina Marfar,
Joachim, Mekhet, Illu
and Devram Korda f
staying up late, not
normally; to Hein fo
to the steel wolves
all our Guildmates,
servers for the sup
and for letting us exp
you for all your coop

Special thanks to GM-
GM-Silvermaine. GM
Spirit and to all of the

ACKNOWLEDGEMENTS

We would like to thank the following people, for whom without, this guidebook would not be anywhere remotely this decent: to Judasblade, Xzbit, Jazzpogi and the rest of the Godfathers of Sakray, thanks for the use of your Agit and helping us tour Turtle Island; to Dozer, for giving us a hard time in defending our Agit; to Czarina Marfar, Billy Bravo, Lapetus, Joachim, Mekhet, Illusion, Gregor Eisenhorn and Devram Korda for working closely and staying up late, not that you don't do that normally; to Hein for the hints and tips; and to the steel wolves for the screen shots to all our Guildmates, all the Dorks in all the servers for the support, info, screenshots and for letting us experiment on you. Thank you for all your cooperation!

Special thanks to GM-Preator, GM-Hantei, GM-Silvermaine. GM-Destiny, Goddess Frigg, Spirit and to all of the other Level-Up! Bugtesters.


agit congratz
Lucifer Tan
Kentucky Fried Chicken [Sanitary Engineer]
Czarina Marfar
Hein (SW Heingo)
Steel Wolves [Iron Chrysanthemum]

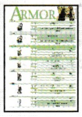
CONTENTS

CHAPTER 1 The Basics

CHAPTER 2 What and Where

CHAPTER 3 Jobs and Builds

CHAPTER 4 Guild and Party System

CHAPTER 5  Items / Armor / Weapons

CHAPTER 6 Cards

CHAPTER 7 Monsters

CHAPTER 8 Pets

CHAPTER 9 Player vs Player

CHAPTER 10 War of Imperium and Turtle Island

Philippine RAGNAROK ONLINE RPG GUIDE BOOK

Editor-In-Chief: Ibba Bernardo
Art Director: Ace Balancio
Managing Editor: Marie Grace Lacap
Editorial Assistant: Hanz Lorenzo
Chief Consultant: Arvin Tan
Chief Contributor: Mark Marifosque

Contributors: Monch Calleja, Omar de Leon
Mark Fernandez, Adrian Marasigan
Level Up! Liaisons: Federico Makabenta
Young Yoon
Level Up! Game Consultants: Mark Reyes
Mark Ople, Erwin Gonzales

Vice President Group
General Manager:
Jody Gadia
Publisher: Lisa Gokongwei-Cheng
Group Publisher:
Aurora Mangubat
Editorial Director:
Myrza Sison
Team Publisher: Denis Del Callar
Administrative Officer:
Luz Bolos
Administrative Assistants:
Rosemarie Barte, Lorena Rubia

Corporate Website:
www.gamesmastermag.com.ph

Marketing & Promotions Manager:
Alma Santos

Media Relations
Manager: Treena Cueva
PR Associate: Frances Amper

Production Manager:
Intet Victoriano, Jr.
Production Coordinator:
Irene Mislang

Circulation Manager:
Alma Madelo
Sales and Admin. Supervisor:
Shiela Marie Angeles
Senior Sales Representatives:
Malou Cao, Alaine Mae Dingcong, Joel Valdez
Junior Sales Representatives: Cathy Cruz, Barbie
Estavillo, Vivian Manahan, Leslie Sarmiento,
Noreen Sescon
Senior Newsstand
Supervisor - Provincial:
Caroline Herrera
Subscription Supervisor: Maricelle Tuazon

Logistic Manager:
Norman Ocampo

LEVEL UP!
level-up-games.com

SUMMIT MEDIA

Philippine Ragnarok Online RPG Guide Book is published by Summit Publishing Company Inc.

All rights reserved. Philippine copyright 2004 by Summit Publishing Company Inc. No part of this magazine may be reproduced in any manner without the permission of the publisher. Opinions expressed in this magazine are the writers' and are not necessarily endorsed by the publisher. The publisher reserves the right to accept or reject editorial or advertising material. Unsolicited manuscripts, photographs and artwork will not be returned unless accompanied by self-addressed, stamped envelopes. Publisher assumes no repsonsibility for unsolicited material.
Address all correspondence and subscription inquiries to Philippine Ragnarok Online RPG Guide Book, Level 1 Robinsons Galleria Mall, Ortigas Center, Quezon City 1100.

Printed in the Philippines

F

GM-Praetor, ask lang p
sa WoE?

hmm... mix yan... g
Bosshunting skills, g
leveling skill...

waaaaaaaaaa...papan
Kaya walang sigurado

- Conversation I had in February w

Information is w
in Ragnarok. Wh
build secret or a
formation is vital to a p

The information Level-
lication is not going to b
players eyes. Though se
mon player strategies
going to answer every q
the game. This guide is
of what's out there and
the players to figure out

As with all games mean
Ragnarok will be an e
gameplay changes will b
and the environment fro
ronment that War of Emp
lenge as broad a spectru
guilds strive to acquire g
lower-level players will
and the added difficulty

Levels aren't necessarily
the game. High-levels wo
skills that matter to being
er's natural skills such as
work and political influen
sode of Ragnarok Online.

In WoE, you've got to brin

GI

FOREWORD

GM-Praetor, ask lang po... wat do u need para talagang panalo sa WoE?

hmm... mix yan... galing sa pamumulitika, teamwork, *Bosshunting skills, galing sa pag-organize, lakas sa items,* leveling skill...

waaaaaaaaaa... papano yan... wala naman magaling sa lahat... Kaya walang siguradong mananalo sa WoE...^_^

- Conversation I had in February with a player in Chaos

Information is worth its weight in zeny as any item drop in Ragnarok. Whether it's a guild keeping its Vit-Knight build secret or a sure method for leveling up fast, information is vital to a player's enjoyment of the game.

The information Level-Up and Gravity gathered for this publication is not going to be complete as complete can be in most players eyes. Though sections of this book that deal with common player strategies were written by Summit staff, it's not going to answer every question that you'll have when you play the game. This guide is meant for players to have knowledge of what's out there and where to get it. We try to leave it up to the players to figure out how.

As with all games meant to last over a long period of time, Ragnarok will be an ever-changing landscape. Certain gameplay changes will be made to keep the experience fresh and the environment from growing stale. With the new environment that War of Emperium (WoE) poses we hope to challenge as broad a spectrum of players as possible. As powerful guilds strive to acquire guildhouses and take on Turtle Island, lower-level players will have to contend with monster skills and the added difficulty of the second job quests.

Levels aren't necessarily a measure of a player's true power in the game. High-levels would help, but levels don't count other skills that matter to being a true Ragnarok WoE player. A player's natural skills such as leadership, resourcefulness, teamwork and political influence play a vital role in this latest episode of Ragnarok Online.

In WoE, you've got to bring everything to the game.

GM-Praetor

THE WAR OF EMPERIUM

To arms! To arms! WOE betide us my Guild mates. Make sure alliances stay strong and beware of treachery. Diligence, strength and political savvy are what we need now. There is no room for complacency. We are no longer mere Adventurers wandering the world of Rune-Midgard in search of zeny and magical items, we are now soldiers fighting and dying for a cause, that is the way of the War of the Emperium.

The birth of this book was brought about by the lack of a comprehensive data source about pRO. This was fine during the beta stages of last year up till the release of Comodo, but now with the advent of WOE things have changed drastically; Monsters casting spells, institutionalized war and second job quests, pRO got a lot more complicated. Newbies will have a difficult time adjusting to the new environment, and Veterans will be shocked as to the number of changes pRO has undergone with the WOE patch. This book is here to fill in those blanks and ease the transition.

Treat this book as an encyclopedia and not a walkthrough. It plants the seeds of character builds and explains the reasoning behind stats and skills but does not give specifics, that is up to you, the players, to find out on your own. There is no such thing as a perfect build for any character, it's all about personal preference and fun.

At the end of the day pRO is about surprising us. It is about discovering strategies, different uses of items/ equipment and character self-exploration.

Come visit me and the rest of the Army of Dorkness near the west Kafra, across the flower girl, in Prontera (Chaos). See you on-line!

E

Greetings and welcome to Rune M
ture, please play with honor. This
ment of others.

Ethics are based on rules or guide
and everyones gaming experienc
the gaming community.

Do n

Kill stealing is an act wherein another
already engaged. Through this action
does not get the full experience points
gets part of the experience points wit
hence, the term.

Exemptions to this rule are boss mons

D

Looting is the act of taking the drop
leaves the loot behind, then it's ok to
not kill and the rightful player asks fo

Do not use th

Third-party programs include bot pro
actually controlling the character and
kill steal from other characters.

Another example would be a characte
items, stats, skills etc.

Do

Flooders is the term used for people
filling up the message log screen and
using spells or abilities in towns addi

Do

Scamming is a form of stealing. An ex
a warp and when zeny has been trade
general, scamming is a form of cheatin
from other players.

Pleas
They
buff

ETHICS

Greetings and welcome to Rune Midgard! Before you continue on your adventure, please play with honor. This is for your enjoyment as well as the enjoyment of others.

Ethics are based on rules or guidelines to be followed by players to make each and everyones gaming experience more systematic and promote discipline in the gaming community.

Do not Kill Steal

Kill stealing is an act wherein another player attacks a monster that another player has already engaged. Through this action, the player who has already attacked the monster does not get the full experience points due to him. In addition, the player who kill stealed gets part of the experience points without him risking his character against the monster hence, the term.

Exemptions to this rule are boss monsters which are classified as free-for-all.

Do not Loot

Looting is the act of taking the drops of a creature which you did not kill. If a player leaves the loot behind, then it's ok to get them. If you get items from monsters you did not kill and the rightful player asks for them, be respectful and give it to them.

Do not use third-party programs

Third-party programs include bot programs which let your character level without you actually controlling the character and may in addition, instruct your character to loot or kill steal from other characters.

Another example would be a character editor which allows you to edit your character's items, stats, skills etc.

Do not Flood

Flooders is the term used for people who input messages like asking for heals or items filling up the message log screen and contributing to the lag. Another form of flooding is using spells or abilities in towns adding again to the lag.

Do not Scam

Scamming is a form of stealing. An example would be asking zeny for services such as a warp and when zeny has been traded to you, you log-out, flywing or teleport away. In general, scamming is a form of cheating other players with one player gaining something from other players.

Please treat PRIESTS with respect. They are not obligated to heal or buff you.

PLAYER'S RULE OF CONDUCT VIOLATION

CATEGORY	VIOLATION	OFFENSE			
		1st	2nd	3rd	4th
Misbehavior	Looting Kill-Stealing Spamming / Flooding	5	10	20	D
Impropriety	Inappropriate character name, guild / party name, guild logo, chat window, vending window Use of ASCII to denote inappropriate graphical acts	5	10	20	D
Harassment	Swearing Insulting a Player Mob Trailing Skill Abuse	5	10	20	D
	Agressive, harassing behavior including derogatory and/or hateful comments that are sexual, racist, religious or related to gender or creed	10	20	D	D
Illegal Trading	Item / Zeny / Account Trading with real money or with another Server Scamming	10	20	D	D
Fraud	Impersonating a GM, Level Up! Employee, or from Gravity Impersonating a known player in-game	D	D	D	D
Hacking	Primary Contact Primary Recipient	D	D	D	D
	Item Recipient - transition point	10	20	D	D
Game Integrity Infringement	Use of a Third Party Program Modification of RO Client / server program without permission Illegal Private Server owner/founder Spread / Share of illegal program in public Use of Item / Zeny duplicator programs Soliciting good and services outside pRO	D	D	D	D

*** 5, 10, 20 - Number of Days Banned** **D - Account Deletion**

CH

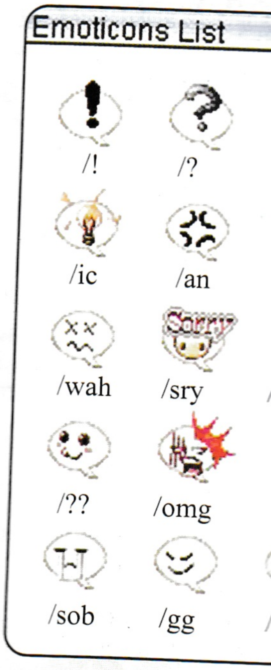
1 Pl
mu
se
empty slo
button.

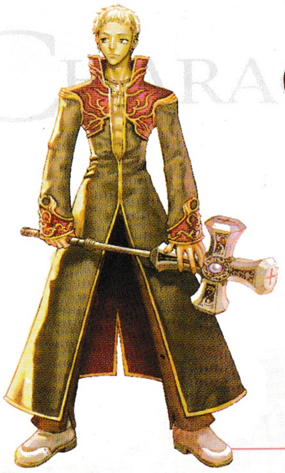
2 Na
and
incr
diagram. Ea
another stat
future build o
well. The sta
lowered to 1.

MOUSE COMM

- Hold down the right mouse button and mo
Double right click resumes the map to its c
- Hold down shift and the right mouse butto
Hold the shift and double right click resum
- Hold ctrl and the right mouse button to zoo
and double right click resumes the map to
- Hold Shift and left mouse click on a player
(works for targeted skills as well - but skill
- Hold Shift and right click to auto follow a pl

EMOTICONS





CHARACTER CREATION

① Players can create to a maximum of 3 characters per server. Select one of the empty slots and click on the "make" button.

② Name the newly created character and choose which stats you want to increase from the hexagon vector diagram. Each time you increase a stat, another stat decreases. This will affect the future build of your character so study the build well. The stat can be increased to 9 and and lowered to 1.You only have 3 minutes to make your character then you'll have to log in again.

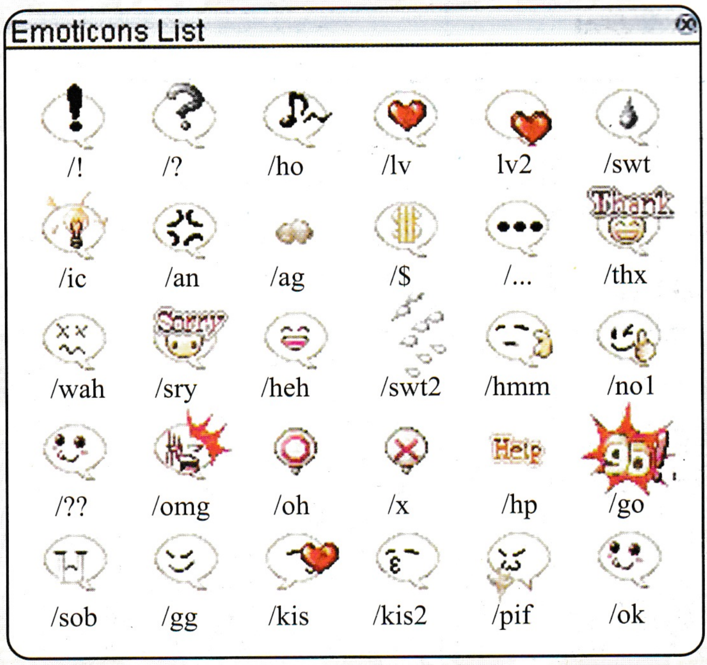
③ Choose the character's hairstyle by clicking the left and right triangle button. Change the color of the hair by clicking on the up pointing triangle

④ Make sure you have character is named and the stats are correct. Press OK if everything is ready and proceed with your adventure.

MOUSE COMMANDS

- Hold down the right mouse button and move it left to right to rotate the map. Double right click resumes the map to its original position.
- Hold down shift and the right mouse button to change the view angle. Hold the shift and double right click resumes the map to its original position.
- Hold ctrl and the right mouse button to zoom in and out. Hold the ctrl button and double right click resumes the map to its original position.
- Hold Shift and left mouse click on a player to attack a player. (works for targeted skills as well - but skill will be enabled only with pvp)
- Hold Shift and right click to auto follow a player.

EMOTICONS



/! /? /ho /lv lv2 /swt
/ic /an /ag /$ /... /thx
/wah /sry /heh /swt2 /hmm /no1
/?? /omg /oh /x /hp /go
/sob /gg /kis /kis2 /pif /ok

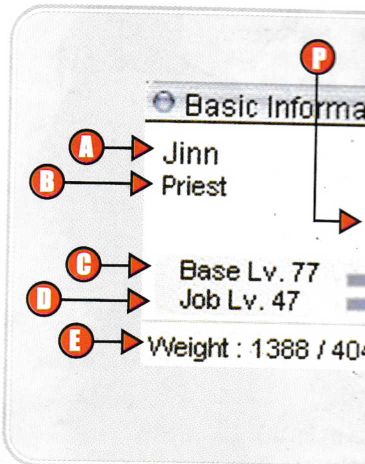
SHORTCUT KEYS

Esc	Displays game menu, change character, or exit game
Insert	Sit Down/Stand Up.
F1 - F9	Hotkeys for quick items, spells and skills.
F10	Maximizes or minimizes the chat window
F11	Closes all windows
F12	Open/Closes the hotkeys menu.
Alt +A	Shows/hides the Status Menu
Alt +C	Shows/hides the Chat Menu
Alt +E	Shows/hides the Item Menu
Alt +O	Shows/hides the Option Menu
Alt +Z	Shows/hides the Party Menu
Alt +Q	Shows/hides the Equipment Menu
Alt +S	Shows/hides the Skill Menu
Alt +V	Maximizes or minimizes the Basic Information Menu
Alt +X	Works like the ESC button
Alt +H	Shows/hides the Friend List Menu
Alt +L	Shows/hides Emotion/Emoticons Menu
Alt +M	Shows/hides Shortcut List Menu.
Alt + End	Shows/hides the HP/SP indicator found below the player
Alt + 1 - 10	Express Emotions.
Ctrl + Tab	Toggles the Map Display. From Solid to transparent to hide.
Print Screen/Scroll Lock	Take a screenshot.

OTHER COMMANDS

/tip	shows the tip of the day
/h or /help	shows the list of commands in the chat window
/skip	turns the frame skip on and off
/bmg	turns the background music on and off
/effect	turns the special effects on and off
/ex<space><character name>	blocks a specified character from whispering you
/ex	shows the list of characters blocked from whispering you
/exall	blocks all whispers
/in<space><character name>	enables a blocked character to whisper you can't be used with /exall
/inall	allows all whispers
/organize<space><party name>	create a party
/leave	leave the party you are in
/expel<space><character name>	remove a player from the current party; only the party leader can remove players from the party
/where	shows the name of the map, proper map name and coordinates (x, y)
/w or /who	shows the number players online on the current server
/savechat	saves the entire message log in the chat window into a text file
/fog	turns fog on and off
/miss	turns the miss notification on and off
%<chat message>	sends chat to party members
/memo	adds a warp point. (Works only on priest skill, "Warp")
/bingbing	character rotates counterclockwise
/bangbang	character rotates clockwise
/doridori	shakes head left and right
/chat	put up a chatroom

BASI



A Character's **Name**

B Shows the current **Job** of the Character. For example, a player changer his/her job to a Swordsman, this will be changed to Swordsman

C Shows the **Base Level** of the Character. EXP can be gained when killing monsters. Each time that the blue bar is filled, the level will be increased by one. Upon leveling up, a hotkey for status point allocation will appear on the bottom right corner of the screen.

D Shows the **Job Level** of the Character, can move up to a higher job when certain conditions are fulfilled. Points can be gained when killing monsters. Each time that the blue bar is filled, the level will be increased by one. Upon leveling up, a hotkey for status point allocation will appear on the bottom left corner of the screen.

E Shows the current total **weight** of the character. When it exceeds 50%, HP/SP won't be recovered automatically. When it exceeds 90%, the player wont be able to use weapons and skills.

F Shows the current total **RO money** that the character has. Zeny carries no weight in the game.

G I
it
c

H S
s
le

I C
C
to

J F
p
lis
ers must
before th

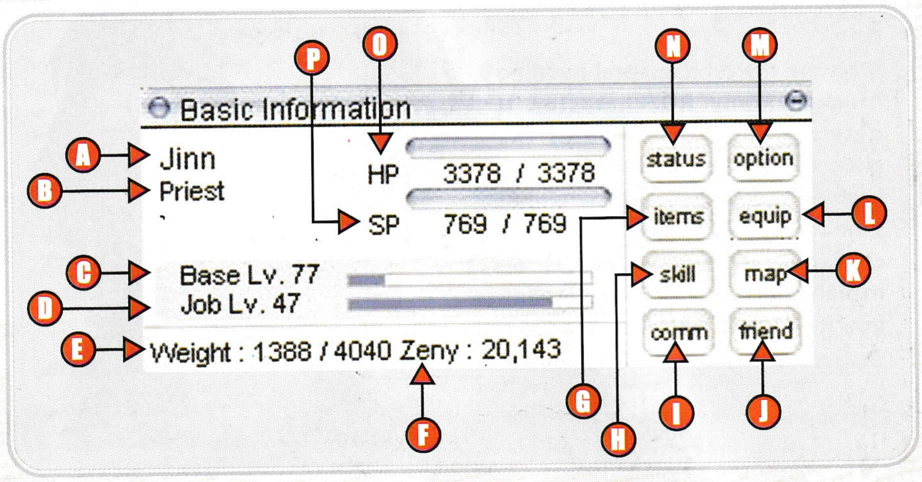
K M
o
c
from tra
opaque.
cation wh
next map
indicates
player ctrl
ctrl- expa

L E
ite
ch

M O
tro
Sk

N ST
wi
it
current s

BASIC INFORMATION



Basic Information

Jinn

Priest

HP 3378 / 3378

SP 769 / 769

Base Lv. 77

Job Lv. 47

Weight : 1388 / 4040 Zeny : 20,143

Ⓐ Character's **Name**

Ⓑ Shows the current **Job** of the Character. For example, a player changer his/her job to a Swordsman, this will be changed to Swordsman

Ⓒ Shows the **Base Level** of the Character. EXP can be gained when killing monsters. Each time that the blue bar is filled, the level will be increased by one. Upon leveling up, a hotkey for status point allocation will appear on the bottom right corner of the screen.

Ⓓ Shows the **Job Level** of the Character, can move up to a higher job when certain conditions are fulfilled. Points can be gained when killing monsters. Each time that the blue bar is filled, the level will be increased by one. Upon leveling up, a hotkey for status point allocation will appear on the bottom left corner of the screen.

Ⓔ Shows the current total **weight** of the character. When it exceeds 50%, HP/SP won't be recovered automatically. When it exceeds 90%, the player wont be able to use weapons and skills.

Ⓕ Shows the current total **RO money** that the character has. Zeny carries no weight in the game.

Ⓖ **ITEMS (Alt E)** Shows all the items that the character is carrying.

Ⓗ **SKILLS (Alt S)** Shows the skills that the Character has learned.

Ⓘ **COMM (Alt C)** Creates a Chatroom and enables others to join your chat.

Ⓙ **FRIEND (Alt Z)** Enable the players to add into their friends list and organize a party Players must meet the Job Level criteria before they can organize a party.

Ⓚ **MAP (Ctrl Tab)**You can turn on/off the map on the top right corner. A player can choose from transparent, opaque, semi opaque. The red point shows the location where a player can go to the next map, whereas the white arrow indicates the current position of the player ctrl+ can enlarge the map while ctrl- expands the map.

Ⓛ **EQUIP (Alt Q)** Shows the items that are equipped by the character.

Ⓜ **OPTION (Alt O)** Sound Controls/ Changing of Ragnarok Skins

Ⓝ **STATUS (Alt A)** Opens the window for the basic status, it shows the character's current status

Ⓞ Shows the **Health Points** of the Character.

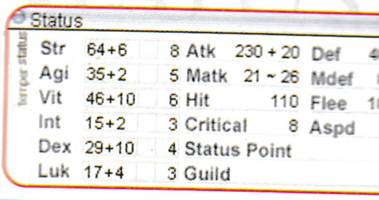
Ⓟ Shows the **Skill Points** of the Character. A player can learn certain skills under his/her job. SP is deducted whenever a player uses certain skill.

STATS EXPLAINED

Stats are the fundamental building blocks of any RO character. It determines what attributes the character possesses. For example, high STR –strength- means higher damage; a must for any melee character. The following is an explanation of the various stats and how it affects characters being used.

VITALITY	**Novice**	10 VIT = 46 HP (1 VIT = 4~5 HP)
	Merchant	10 VIT = 192 HP (1 VIT = 19~20 HP)
	Blacksmith	10 VIT = 365 HP (1 VIT = 34-38 HP)
	Acolyte	10 INT = 192 HP (1 VIT = 19~20 HP)
	Priest	10 VIT = 321 HP (1 VIT = 32~33 HP)
	Swordsman	10 VIT = 302 HP (1 VIT = 30~31 HP)
	Knight	10 VIT = 597 HP (1 VIT = 59~60 HP)
	Thief	10 VIT = 230 HP (1 VIT = 23 HP)
	Assassin	10 VIT = 501 HP (1 VIT = 49~51 HP)
	Archer	3 VIT = 77 HP (1 VIT = 25~26 HP)
	Hunter	10 VIT = 398 HP (1 VIT = 39~41 HP)
	Magician	10 VIT = 156 HP (1 VIT = 15~16 HP)
	Wizard	10 VIT = 247 HP (1 VIT = 24~25 HP)
INTELLIGENCE	**Novice**	5 INT = 4~5 SP
	Merchant	10 INT = 26 SP (1 INT = 2~3 SP)
	Blacksmith	10 INT = 34 SP (1 INT = 3~4 SP)
	Acolyte	10 INT = 42 SP (1 INT = 4~5 SP)
	Priest	10 INT = 60 SP (1 INT = 6 SP)
	Swordsman	10 INT = 18 SP (1 INT = 1~2 SP)
	Knight	10 INT = 26 SP (1 INT = 2~3 SP)
	Thief	10 INT = 16 SP (1 INT = 1~2 SP)
	Assassin	10 INT = 34 SP (1 INT = 3~4 SP)
	Archer	10 INT = 16 SP (1 INT = 1~2 SP)
	Hunter	10 INT = 34 SP (1 INT = 3~4 SP)
	Magician	10 INT = 36 SP (1 INT = 5~6 SP)
	Wizard	10 INT = 76 SP (1 INT = 7~8 SP)
DEXTERITY	**Archer**	1 DEX = 1 ATK (with bow equipped)
	Hunter	1 DEX = 1 ATK (with bow equipped)

STATUS



Status

Str	64+6	8	Atk	230 + 20	Def	4
Agi	35+2	5	Matk	21 ~ 26	Mdef	
Vit	46+10	6	Hit	110	Flee	1
Int	15+2	3	Critical	8	Aspd	
Dex	29+10	4	Status Point			
Luk	17+4	3	Guild			

STRENGTH

Increases Maximum Damage; Increases Weight Capacity

1 STR = 1 ATK Bonus damage ever
Str

1 STR = Weight Capacity +30

AGILITY

Increases Flee, Attack Speed

1 AGI = 1 FLEE

4 AGI = 1 ASPD

VITALITY

Increses Maximum HP, Defense, and HP Regeneration

1 VIT = 1 DEF

5 Bonus to AP Regen

INTELLIGENCE

Increases Maximum SP, MATK, SP Regeneration, and MDEF

1 INT = 1 minimum 1MATK

5 INT = bonus to max MATK

1 INT = 1 MDEF

6 INT = +1 to SP Regen

DEXTERITY

**Increases chance to hit enemy, increas
minimum damage, increases chance
success in forging (Blacksmith)**

1 DEX = 1 HIT

1st 12 DEX = 1 ASPD then every 15~
DEX = 1 ASPD

LUCK

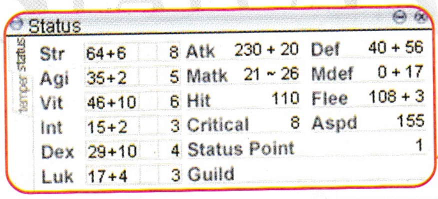
Increases Critical, ASPD, Lucky Dodge

3 LUK = 1 CRIT

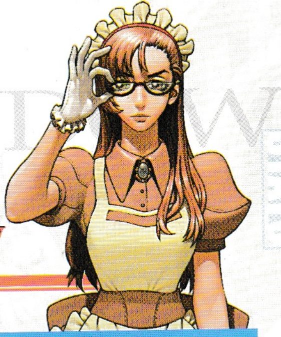
10 LUK = 1 Lucky Dodge

3 LUK = 1 Lucky Dodge

STATUS WINDOW



Str	64+6	8	Atk	230 + 20	Def	40 + 56
Agi	35+2	5	Matk	21 ~ 26	Mdef	0 + 17
Vit	46+10	6	Hit	110	Flee	108 + 3
Int	15+2	3	Critical	8	Aspd	155
Dex	29+10	4	Status Point			1
Luk	17+4	3	Guild			



STRENGTH

Increases Maximum Damage; Increases Weight Capacity

1 STR = 1 ATK Bonus damage every 10 Str

1 STR = Weight Capacity +30

AGILITY

Increases Flee, Attack Speed

1 AGI = 1 FLEE

4 AGI = 1 ASPD

VITALITY

Increses Maximum HP, Defense, and HP Regeneration

1 VIT = 1 DEF

5 Bonus to AP Regen

INTELLIGENCE

Increases Maximum SP, MATK, SP Regeneration, and MDEF

1 INT = 1 minimum 1MATK

5 INT = bonus to max MATK

1 INT = 1 MDEF

6 INT = +1 to SP Regen

DEXTERITY

Increases chance to hit enemy, increases minimum damage, increases chance of success in forging (Blacksmith)

1 DEX = 1 HIT

1st 12 DEX = 1 ASPD then every 15~16 DEX = 1 ASPD

LUCK

Increases Critical, ASPD, Lucky Dodge

3 LUK = 1 CRIT

10 LUK = 1 Lucky Dodge

3 LUK = 1 Lucky Dodge

ATTACK

Derived from Str (for melee), Dex (for ranged), & Weapon

Your basic damage. Does not include bonuses from Str and Mastery. (Str + Weapon Atk) + Weapon Upgrade Damage Bonus.

MAGIC ATTACK

Derived from Int

Int gives 1 Matk per point. A bonus to minimum Matk damage is gained every 7 Int and a bonus to maximum Matk damage is gained every 5 Int

HIT

Derived from Dex & Base Level

Hit = Dex + Base Level

CRITICAL

Derived from Luk

Base 1% Crit and +1% Crit for every 3 Luk

DEFENSE

Derived from Armour, Armour Upgrade, Vit

Armour Def + Vit Def

MAGIC DEFENSE

Derived from Armour Mdef, Int

Armour Mdef + Int Mdef.

FLEE

Derived from Agi, Dex, Luk, & Base Level

Flee + Perfect Dodge. Flee = Agi + Base Level. Perfect Dodge = Base 1% +1% per 10 Luk.

ATTACK SPEED

Derived from Agi, Dex, Job, & Weapon

Weapon speeds vary, and can be different even if the same weapon is used by characters who have different jobs.

ELEMENTAL GUIDE

Usually the player who attacks a monster, doesn't have a particular property, but the enemy can have either one of properties at 4 different levels, as shown in the chart below. The Horizontal lines show the properties of the monster, the vertical lines are the properties of magic or combat skills the player attacks with.

LEVEL 1

	NEUTRAL	WATER	EARTH	FIRE	WIND	POISON	HOLY	DARK	GHOST	UNDEAD
NEUTRAL	100%	100%	100%	100%	100%	100%	100%	100%	25%	100%
WATER	100%	25%	100%	50%	175%	125%	100%	100%	100%	100%
EARTH	100%	100%	75%	150%	50%	125%	100%	100%	100%	100%
FIRE	100%	150%	50%	25%	100%	125%	100%	100%	100%	100%
WIND	100%	50%	150%	100%	25%	125%	100%	100%	100%	100%
POISON	100%	100%	100%	100%	100%	MISS	100%	50%	100%	50%
HOLY	100%	100%	75%	75%	75%	75%	MISS	125%	75%	100%
DARK	100%	75%	100%	100%	100%	50%	125%	MISS	75%	MISS
GHOST	25%	100%	100%	100%	100%	100%	100%	100%	125%	100%
UNDEAD	100%	75%	100%	150%	100%	MISS	125%	MISS	100%	MISS

LEVEL 2

	NEUTRAL	WATER	EARTH	FIRE	WIND	POISON	HOLY	DARK	GHOST	UNDEAD
NEUTRAL	100%	MISS	100%	100%	100%	100%	100%	100%	MISS	100%
WATER	100%	25%	100%	25%	175%	125%	100%	100%	75%	75%
EARTH	100%	100%	50%	170%	25%	125%	100%	100%	75%	75%
FIRE	100%	175%	25%	MISS	100%	125%	100%	100%	75%	75%
WIND	100%	25%	170%	100%	MIXX	125%	100%	100%	75%	75%
POISON	100%	100%	100%	100%	100%	MISS	100%	25%	75%	25%
HOLY	100%	50%	50%	50%	50%	50%	MISS	150%	50%	125%
DARK	100%	75%	75%	75%	75%	25%	150%	MISS	50%	MISS
GHOST	25%	100%	100%	100%	100%	75%	100%	100%	150%	100%
UNDEAD	100%	100%	100%	150%	100%	MISS	150%	MISS	125%	MISS

LEVEL 3

	NEUTRAL	WATER	EARTH	FIRE	WIND	POISON	HOLY	DARK	GHOST	UNDEAD
NEUTRAL	100%	100%	100%	100%	100%	100%	100%	100%	MISS	100%
WATER	100%	MISS	100%	MISS	200%	50%	100%	100%	50%	50%
EARTH	100%	100%	MISS	200%	MISS	100%	100%	100%	50%	50%
FIRE	100%	200%	MISS	MISS	100%	100%	100%	100%	50%	50%
WIND	100%	MISS	200%	100%	MISS	100%	100%	100%	50%	50%
POISON	100%	100%	100%	100%	100%	MISS	125%	MISS	50%	MISS
HOLY	100%	100%	25%	25%	25%	25%	MISS	175%	25%	150%
DARK	100%	25%	50%	50%	50%	MISS	175%	MISS	25%	MISS
GHOST	MISS	100%	100%	100%	100%	50%	100%	100%	175%	100%
UNDEAD	100%	125%	75%	175%	100%	MISS	175%	MISS	150%	MISS

LEVEL 4

	NEUTRAL	WATER	EARTH	FIRE	WIND	POISON	HOLY	DARK	GHOST	UNDEAD
NEUTRAL	100%	100%	100%	100%	100%	100%	100%	100%	MISS	100%
WATER	100%	MISS	100%	MISS	200%	25%	75%	75%	25%	25%
EARTH	100%	100%	MISS	200%	MISS	75%	75%	75%	25%	25%
FIRE	100%	200%	MISS	MISS	100%	75%	75%	75%	25%	25%
WIND	100%	MISS	200%	100%	MISS	75%	75%	75%	25%	25%
POISON	100%	75%	MISS	75%	100%	MISS	125%	MISS	25%	MISS
HOLY	100%	MISS	MISS	MISS	MISS	MISS	MISS	200%	MISS	175%
DARK	100%	25%	25%	25%	25%	MISS	200%	MISS	MISS	MISS
GHOST	MISS	100%	100%	100%	100%	100%	100%	100%	200%	100%
UNDEAD	100%	150%	50%	200%	100%	MISS	200%	MISS	175%	MISS

SP

Some monsters in th
with their attacks. Play
the right

Zhandros : I am

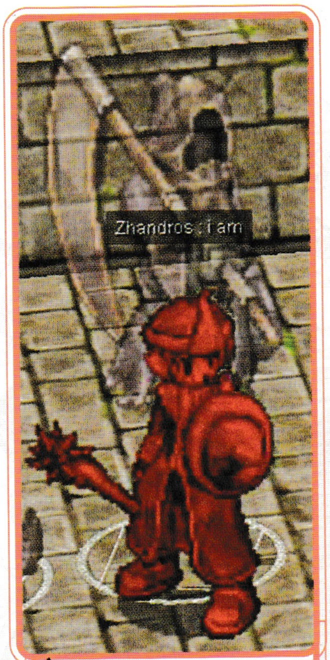
CURSE

Reduces a target's LUK to 1 and damage is reduced by 30%. Can be cured by Bless and Holy water.

Last
depend
lose
poison
not wor
cured by

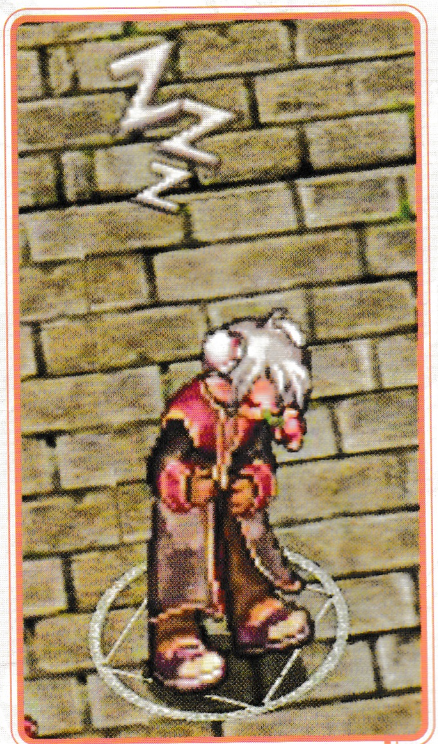
SPECIAL STATUS

Some monsters in the game can cause special status effects with their attacks. Players should remember the effects and use the right item to remove the status.



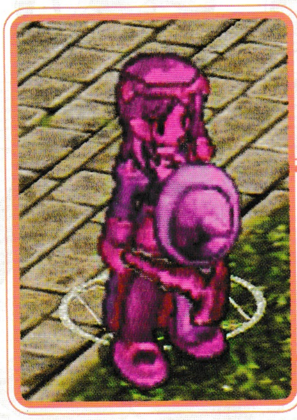
CURSE

Reduces a target's LUK to 1 and damage is reduced by 30%. Can be cured by Bless and Holy water.



SLEEP

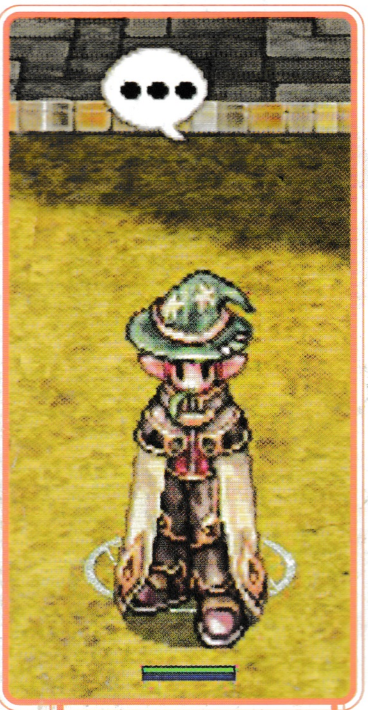
Makes the target fall asleep for a short duration. It can be removed by a successful attack to the sleeping character.



POISON

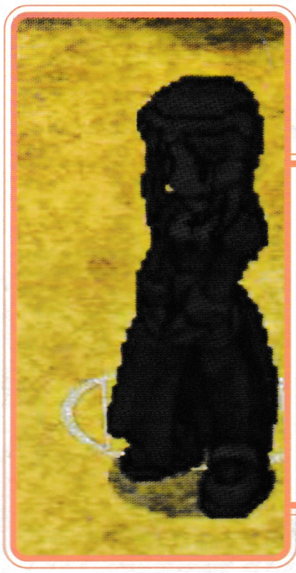
Lasts a maximum of 30 seconds. The time is reduced depending on VIT. Reduces Def by 25%. Makes the target lose a small percentage of its HP every second until the poison effect wears off. Normal HP/SP regeneration does not work when a target is under the effect of poison. Can be cured by Detoxify and Panacea, Green Herbs, Green Potions.

SPECIAL STATUS



SILENCE

Stops players from using skills or casting spells. Can be cured by Cure and Green Potions.

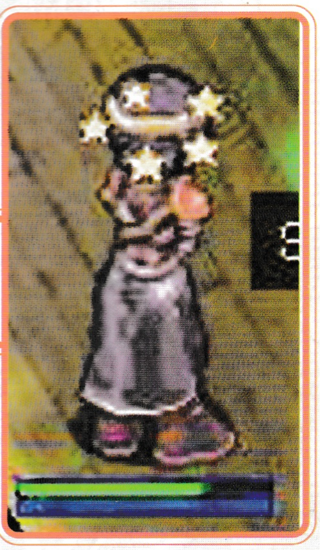


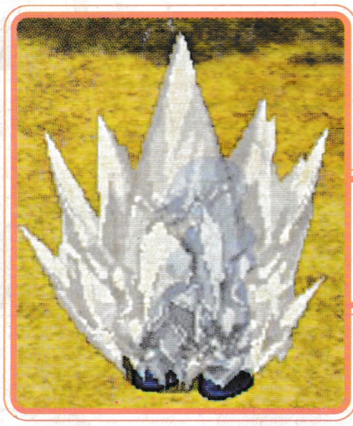
STONE

Player cannot move and cannot use skills 4 seconds after being hit by the spell. Stone condition can be removed by a blow to the character and by Status Recovery. INT helps resist the stone condition.

STUN

Stops players and can not be removed even if attacked.Can be cured by Status Recovery

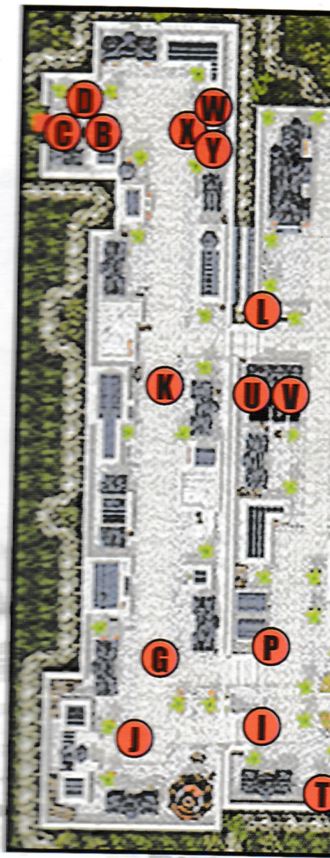




FREEZE

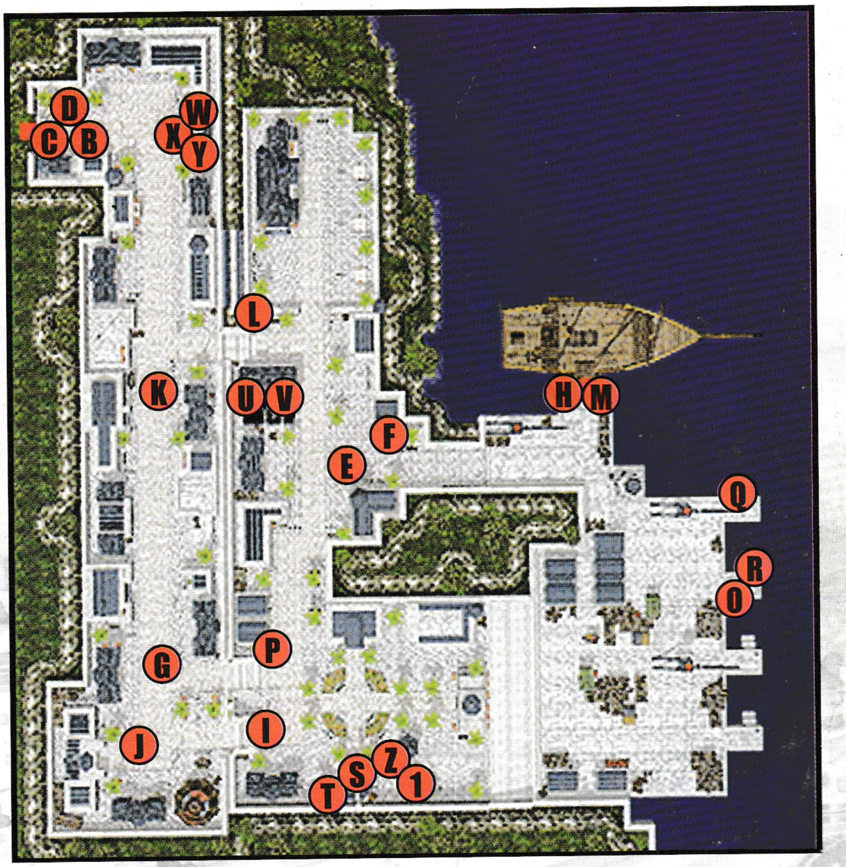
Player is frozen and cannot move, can be removed by a blow to the character and by using Status Recovery.

A



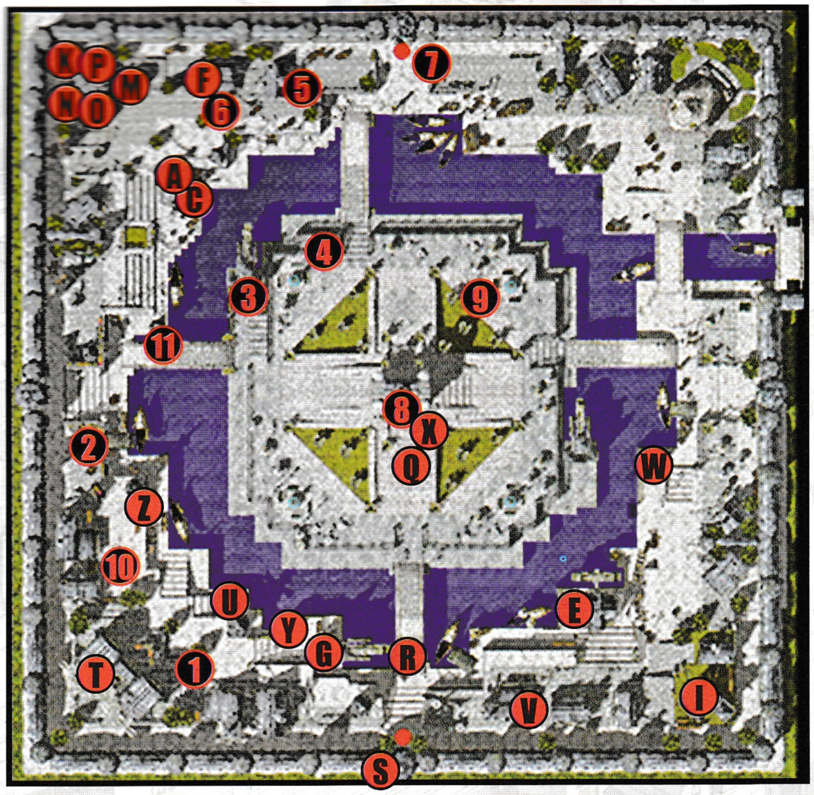
A. Tool Dealer (Islan
near the Sunken
B. North West Kafra
C. North West Kafra
D. North West Guide
E. Kid
F. Merchant
G. Merchant
H. Sailor
I. Drunken Old Man
J. Merchant
K. Phina
L. Grandma
M. Paul

ALBERTA



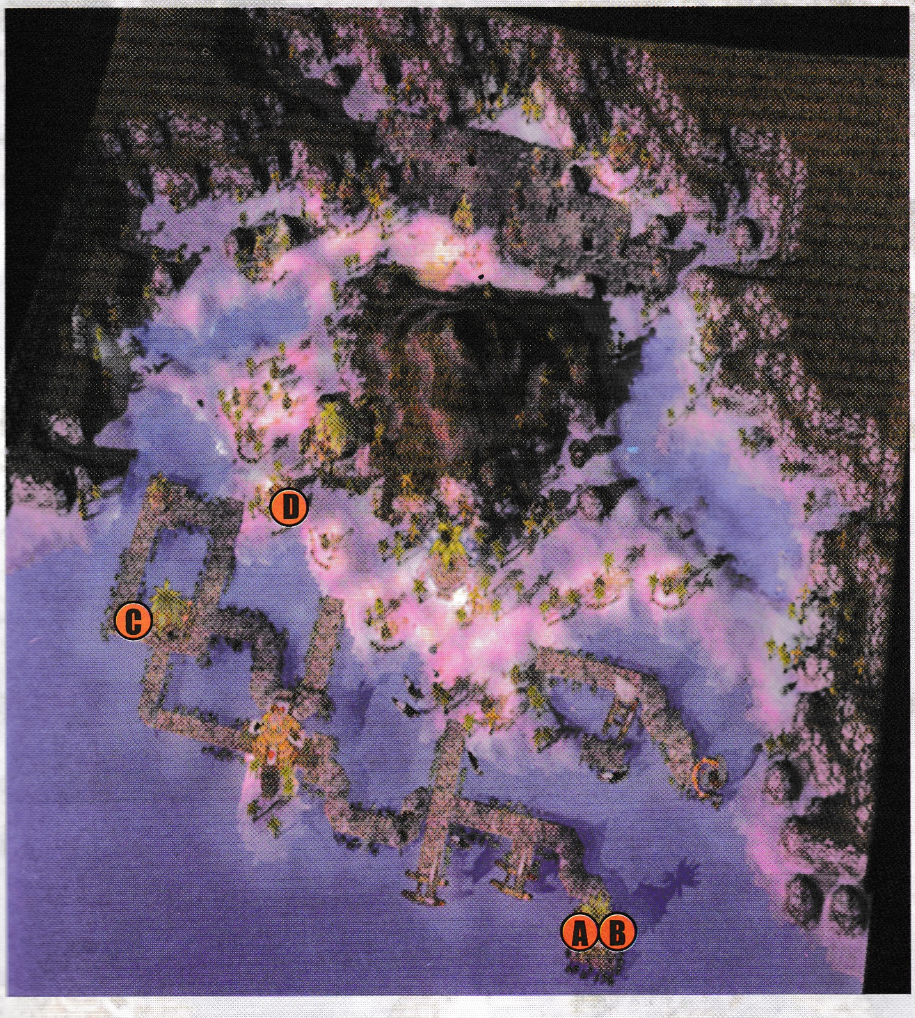
- **A.** Tool Dealer (Island near the Sunken Ship)
- **B.** North West Kafra
- **C.** North West Kafra
- **D.** North West Guide
- **E.** Kid
- **F.** Merchant
- **G.** Merchant
- **H.** Sailor
- **I.** Drunken Old Man
- **J.** Merchant
- **K.** Phina
- **L.** Grandma
- **M.** Paul
- **N.** Phelix
- **O.** Turtle Island Scholar
- **P.** Bad Food Boy
- **Q.** Sailor
- **R.** A Voyage Log
- **S.** Weapon Dealer
- **T.** Armor Dealer
- **U.** Item Collector
- **V.** Tool Dealer
- **W.** Young Man Merchant
- **X.** Turtle Grandpa
- **Y.** Letter
- **Z.** PVP Doorman
- **1.** PVP Guide

ALDEBARAN



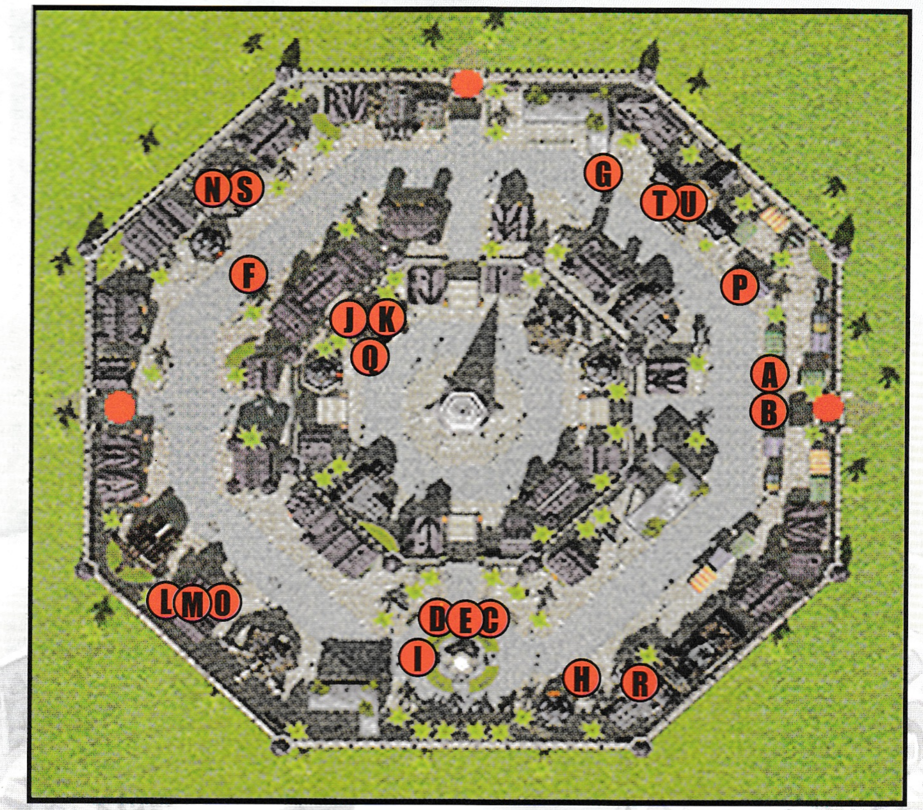
A. Weapon Dealer
B. Weapon Dealer
C. Armor Dealer
D. Armor Dealer
E. Tool Dealer
F. An Al De Baran Citizen
G. Horrible-looking Man
H. Nice-looking Man
I. Giddy Fellow
J. Master
K. Kafra Service (Pavianne)
L. Kafra Service (Blossom)
M. Kafra Service (Jasmine)
N. Kafra Service (Roxie)
O. Kafra Service (Leilah)
P. Kafra Service (Curly Sue)
Q. Center Kafra
R. Soldier
S. Soldier
T. Senorita
U. Crane Leg
V. Asian
W. Citizen
X. Town Girl
Y. Munster
Z. Smithing Guy
1. Shell Gathering Lady
2. Canal Boy
3. Slot Guy
4. Phracon Guy
5. Alchemy Guy
6. Little Kid
7. Insect Guy
8. Bell Keeper A
9. Link Santa
10. Young Man (Miller)
11. Young Man (Isenberg)

COMODO



A. Weapon Dealer
B. Armor Dealer
C. Tool Dealer
D. Munak's Grandma

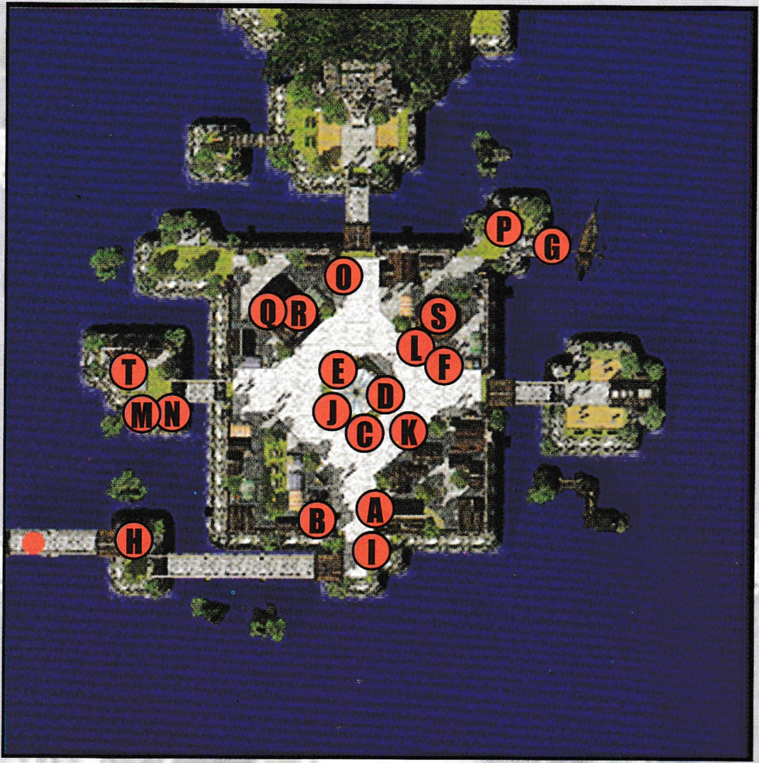
GEFFEN



- **A.** East Kafra
- **B.** East Tour Guide
- **C.** South Kafra (Bunny Band)
- **D.** South Kafra
- **E.** South Tour Guide
- **F.** Lady
- **G.** Young Man
- **H.** Smithy
- **I.** Woman
- **J.** Weapon Dealer
- **K.** Armor Dealer
- **L.** Magical Tool Dealer
- **M.** Tool Dealer
- **N.** Trader
- **O.** Trader
- **P.** Pet Merchant
- **Q.** Young Man
- **R.** Christopher
- **S.** Dark Wizard
- **T.** PVP Doorman
- **U.** PVP Guide

- **A.** Kafra
- **B.** South Tour G
- **C.** Fruit Mercha
- **D.** Milk Mercha
- **E.** Butcher
- **F.** Pet Merchant
- **G.** Sailor
- **H.** Bonne
- **I.** Charfri
- **J.** Custkoal

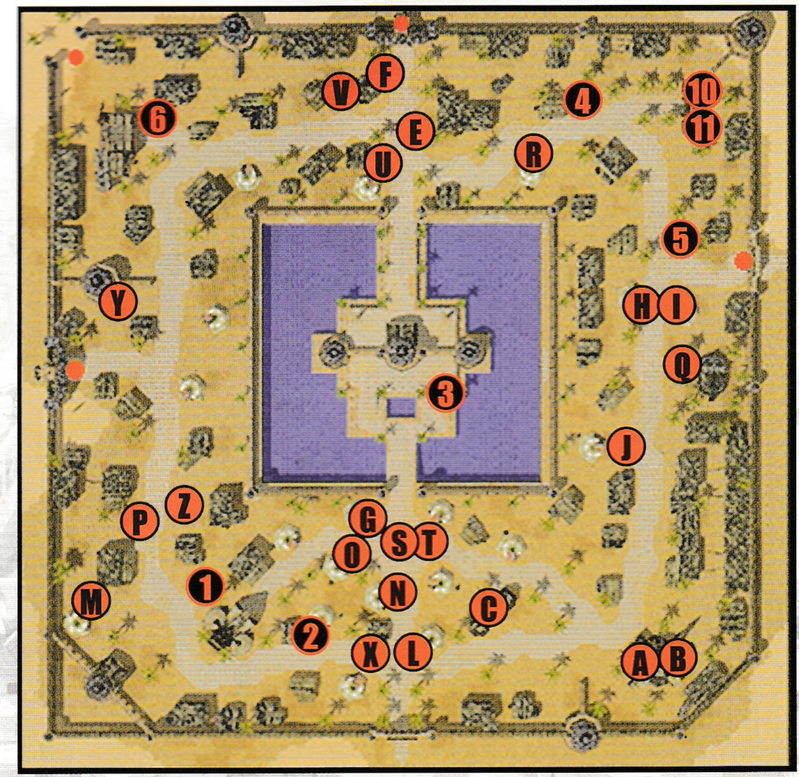
IZLUDE



A. Kafra
B. South Tour Guide
C. Fruit Merchant
D. Milk Merchant
E. Butcher
F. Pet Merchant
G. Sailor
H. Bonne
I. Charfri
J. Custkoal

K. Dega
L. Kylick
M. Red
N. Cebalis
O. Soldier
P. Edgar
Q. Weapon Dealer
R. Armor Dealer
S. Tool Dealer
T. Aaron

MORROC

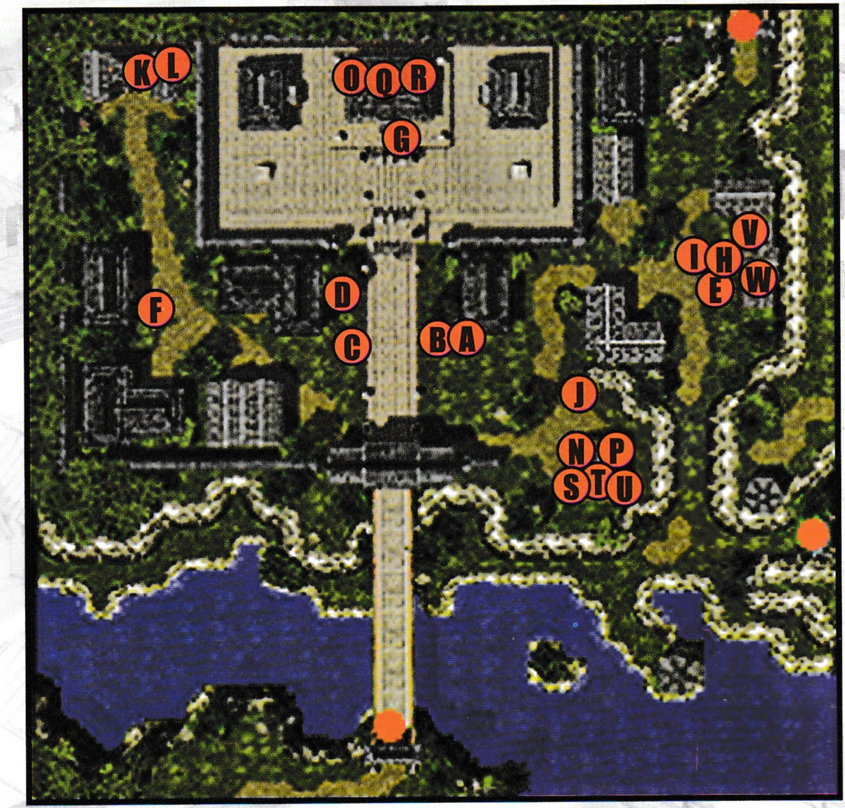


A. Weapon Dealer
B. Armor Dealer
C. Grampa
D. Item Collector
E. North Door Kafra
F. North Door Guide
G. Tool Dealer
H. Trader
I. Trader
J. Trader
K. Jewel Seller
L. Jewel Seller
M. Trader
N. Butcher
O. Trader
P. West Door Guide
Q. Pet Merchant
R. Item Collector
S. South Center Kafra
T South Center Kafra (Bunny Band)
U. Tool Dealer
V. Towner
X. Towner (Lapidary)
Y. Towner (Drunk Man)
Z. Picky Lady
1. Ant Man
2. Assassini Boy
3. Uncle in a Glow
4. Fly Man
5. Uncle Morroc
6. Towner
10. PVP Guide
11. PVP Doorman

P

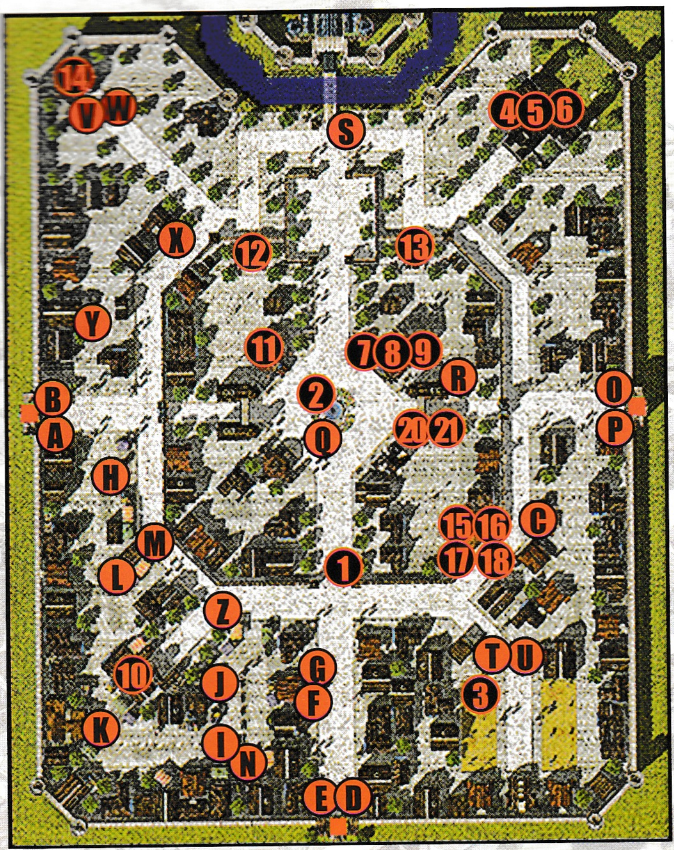
A. Center Kafra
B. Center Kafra (Bun
C. Center Tour Guide
D. Tool Dealer
E. Lady
F. Young Man
G. Guardsman
H. Woman
I. Woman (Jim's Mot
J. Pet Merchant
K. Weapon Dealer
L. Armor Dealer

PAYON



A. Center Kafra
B. Center Kafra (Bunny)
C. Center Tour Guide
D. Tool Dealer
E. Lady
F. Young Man
G. Guardsman
H. Woman
I. Woman (Jim's Mother)
J. Pet Merchant
K. Weapon Dealer
L. Armor Dealer
M. Young Man
N. Waitress (Pub Lady)
O. Chief Guardsman
P. Monster Scholar
Q. Chief
R. Guard
S. Drunk
T. Archer Zakk
U. Archer Wolt
V. PVP Guide
W. PVP Doorman

PRONTERA



A. West Door Tour Guide
B. West Door Kafra
C. Doll Merchant
D. South Door Guide
E. South Door Kafra
F. Center South Kafra (Pavianne)
G. Center South Kafra
H. Flower Girl
I. Fruit Merchant
J. Gift Merchant
K. Veggie Merchant
L. Butcher
M. Milk Merchant
N. Flower Lady
O. East Door Guide
P. East Door Kafra

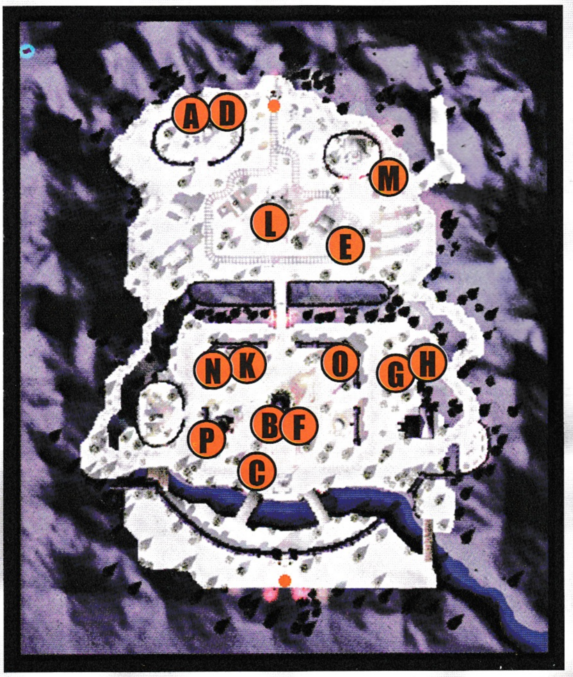
Q. Center Guide
R. Pet Merchant
S. Guard
T. Guard
U. Guard
V. Guard
W. Guard
X. Man
Y. Tono
Z. Woman
1. Yupi
2. Yuna
3. Stellaip
4. Nun
5. Garnet
6. Henson

7. Weapon Dealer
8. Armor Dealer
9. Weapon Dealer
10. Wedding Goods Merchant
11. Tool Dealer
12. Curator of Library
13. Library Girl
14. Recruiter
15. Bartender
16. Shevild
17. TenSue
18. Marvin
20. PVP Guide
21. PVP Doorman

LUTIE

A. Christ
B. Christ
C. Snow
D. Vendi
E. Hairy
F. Christ
G. Kids (
H. Kids (
K. Gener
L. Father
M. Christ
N. Lenien
O. Armor
P. Tool D

LUTIE XMAS TOWN



- **A.** Christmas Guy
- **B.** Christmas Clown (Hashokii)
- **C.** Snowman
- **D.** Vending Machine Man
- **E.** Hairy Uncle
- **F.** Christmas Clown (Howie)
- **G.** Kids (Charlie)
- **H.** Kids (Marsha)
- **K.** Generous Old Lady
- **L.** Father Christmas
- **M.** Christmas Girl (Duffle)
- **N.** Lenient Aunt
- **O.** Armor/ Weapon Dealer
- **P.** Tool Dealer

QUESTS

ANGEL HELM

REQUIREMENT

1 Slotted Helm
1 Angel Wing
5 Fang of Garm

LOCATION

payon_in01 121, 41 Young Man - West of town inside the Weapon Shop

ANTLERS

REQUIREMENT

20 Evil Horn

LOCATION

alberta_in 122, 52 - Go into the Inn, move to the second floor and go to the second room.

BINOCULARS

REQUIREMENT

1 Geek Glasses
100 Steel
50,000 Zeny

LOCATION

morroc_in 74, 163 - House on the lower left side of the road and enter the room at the north.

BLINKER

REQUIREMENT

Red Bandana
Bandana
Pearl

LOCATION

comodo 227, 159 - not implemented yet

BLUE BANDANA

REQUIREMENT

1 Bandana
1 Cobalt Blue Dyestuffs
300 Anolian Skin

LOCATION

comodo 227, 159 - Talk to the Hair Band Girl to the right of the Kafra in Comodo Isle

BOY'S CAP

REQUIREMENT

10 Tiger's Footskin

LOCATION

alberta_in 28, 144 - Enter the house across the City's entrance.

BUNNY BAND

REQUIREMENT

100 Feather
1 Four Leaf Clover
1 Pearl
1 Kitty Band

LOCATION

prontera 147, 87 payon 97, 115 morroc 154, 96 alberta 25, 229 geffen 115, 62

CAKE HAT

REQUIREMENT

10 Candy
5 Candy Cane
15 Well-baked Cookie
20 Piece of Cake
10 Steel

LOCATION

xmas 116, 295 - Talk to the Vending Machine Man in the Northwest of Lutie

CANDLE

REQUIREMENT

1 Bomb Wick
50 Matchstick
100 Royal Jelly

LOCATION

xmas 116, 295 - Talk to the Vending Machine Man in the Northwest of Lutie

CHEF HAT

REQUIREMENT

120 Piece of Cake
450 Dragon Scale
1 White Dyestuffs
330 Feather

LOCATION

xmas 116, 295 - Talk to the Vending Machine Man in the Northwest of Lutie

COLOURED RED MOTTLED EGG SH

REQUIREMENT

1 Egg Shell
1 Cobaltblue Dyestuffs
50 Claw of Desert Wolf

LOCATION

xmas 116, 295 - Talk to the Vending Mach
Man in the Northwest of Lutie

CRESCENT MOON HAIRP

REQUIREMENT

1 Heart Hairpin
10 Steel

LOCATION

alberta 119, 53 - Talk to the Stylish Mercha
near the South Kafra

CROSS HAIRBAND

REQUIREMENT

1 Rosary
500 Cracked Armor

LOCATION

comodo 227, 159 - Talk to the Hair Band G
to the right of the Kafra

DEVIRUCHI CAP

REQUIREMENT

600 Little Evil Horn
40 Claw of Gryphon

LOCATION

payon_in01 121, 41 Young Man - West of to
inside the Weapon Shop

DOCTOR BAND

REQUIREMENT

1 Red Bandana
50 Iron
1 Cracked Diamo
3,500 Zeny

LOCATION

aldeba_in 150, 165 - Talk to theTrader in th
small house west past the bridge

HAIR PROTECTOR

REQUIREMENT

1 Silk Ribbon
50 Heroic Emblem

LOCATION

alberta 119, 53 - Talk to the Stylish Mercha
near the South Kafra

COLOURED/MOTTLED EGG SHELL

REQUIREMENT

1 Egg Shell
1 Cobaltblue Dyestuffs
50 Claw of Desert Wolf

LOCATION

xmas 116, 295 - Talk to the Vending Machine Man in the Northwest of Lutie

CRESCENT MOON HAIRPIN

REQUIREMENT

1 Heart Hairpin
10 Steel

LOCATION

alberta 119, 53 - Talk to the Stylish Merchant near the South Kafra

CROSS HAIRBAND

REQUIREMENT

1 Rosary
500 Cracked Armor

LOCATION

comodo 227, 159 - Talk to the Hair Band Girl to the right of the Kafra

DEVIRUCHI CAP

REQUIREMENT

600 Little Evil Horn
40 Claw of Gryphon

LOCATION

payon_in01 121, 41 Young Man - West of town inside the Weapon Shop

DOCTOR BAND

REQUIREMENT

1 Red Bandana
50 Iron
1 Cracked Diamond
3,500 Zeny

LOCATION

aldeba_in 150, 165 - Talk to theTrader in the small house west past the bridge

HAIR PROTECTOR

REQUIREMENT

1 Silk Ribbon
50 Heroic Emblem

LOCATION

alberta 119, 53 - Talk to the Stylish Merchant near the South Kafra

EAR MUFFS

REQUIREMENT

1 Cursed Ruby
1 Headset
200 Feather
5,000 Zeny

LOCATION

payon_in 103, 78 - Talk to the Mystic Lady in the first room of the palace

FASHION SUNGLASSES

REQUIREMENT

1 Jack O Dandy
1 Scarlet Dyestuffs

LOCATION

alberta 119, 53 - Talk to the Stylish Merchant near the South Kafra

FEATHER BONNET

REQUIREMENT

1 Romantic Gent
300 Feather of Birds
500 Zeny

LOCATION

aldeba_in 150, 165 - Talk to the Trader in the small house West past the bridge.

BUNDLE HAT

REQUIREMENT

150 Fabric
100 Resin
1 Cobaltblue Dyestuff

LOCATION

comodo 272, 138 - Talk to the Traveler at the Easternmost bridge.

WIZARDRY HAT

REQUIREMENT

1 Wizard Hat
1 Elder Willow Card
400 Dragon Scale
50 Mould Powder

LOCATION

alberta 135, 79 - Talk to the Hat Store Girl on the steps Northeast of the South Kafra.

HEADSET

REQUIREMENT

40 Steel
1 Oridecon
1 Alcohol
1 Coal

LOCATION

geffen_in 30, 70 - Talk to Eric in the Geffen PVP room

HEART HAIRPIN

REQUIREMENT

1,200 Corals Reef

LOCATION

alberta 119, 53 - Talk to the Sylish Merchant near the South Kafra.

Bankruptcy of Heart

REQUIREMENT

1 Slotted Circlet
20 Steel
1 Gold
80 Feather
800 Sticky Mucus

LOCATION

comodo 273, 136 - Talk to the Hair Band Girl East from the Kafra

BLUSH INNOCENCE OF MAIDEN

REQUIREMENT

100 Alice's Apron

LOCATION

xmas 116, 295 - Talk to the Vending Machine Man in the Northwest

LIGHTBULB HAIRBAND

REQUIREMENT

1 Slotted Circlet
20 Glass Bead

LOCATION

comodo 227, 159 - Talk to the Hair Band Girl on the right of the Kafra

MAGICIAN HAT

REQUIREMENT

1 Wizard Hat
1,200 Solid Shell
450 Ancient Lips

LOCATION

alberta 135, 79 - Talk to the Hat Store Girl on the steps Northeast of the South Kafra

MINER'S HELM

REQUIREMENT

1 Safety Helm
1 Candle
1 Crystal Mirror
25 Steel

LOCATION

comodo 272, 138 - Talk to the Trader by the Easternmost bridge

MYSTERY FRUIT SHELL

REQUIREMENT

1 Fruit Shell
500 Wing of Dragonfly

LOCATION

xmas 116, 295 - Talk to the Vending Machine Man on the Northwest

MR. SMILE

REQUIREMENT

10 Jellopy
10 Fluff
10 Clover

LOCATION

prontera 157, 186 geffen 119, 106 alberta 114, 53
payon 84, 157 morroc 158, 96 aldebaran 136, 134

OPERA GHOST MASK

REQUIREMENT

1 Phantom of the Opera
50 Horrendous Hair

LOCATION

comodo 272, 138 - Talk to the Traveler by the Easternmost bridge

OXYGEN MASK

REQUIREMENT

5 Ora Ora

LOCATION

payon_in02 26, 70 - Talk to the Boy in the rightmost room in the archer guild house

PHANTOM OF OPERA

REQUIREMENT

20 Iron
1 Singing Plant
5,000 Zeny

LOCATION

aldeba_in 150, 165 - Talk to the Trader in the small house west past the bridge

PHD HAT

REQUIREMENT

1 Hinalle
1 Aloe
1 Illusion Flower
1 Ment

LOCATION

prt_in 41, 106 - Enter the building Southwest of the Fountain

PRETEND MURDER

REQUIREMENT

4 Skirt of Virgin

LOCATION

payon_in01 103, 110 - Talk to Granny in
second room in the Palace

SMOKIE HAT

REQUIREMENT

1 Kitty Band
20 Dragon Scale
200 Tough Scalelike
300 Skin of Sea Otter

LOCATION

xmas 116, 295 - Talk to the Vending Mac
Man on the Northwest

SAKKAT

REQUIREMENT

120 Trunk
10,000 Zeny

LOCATION

aldeba_in 150, 165 - Talk to the Trader in
small house west past the bridge

SOLAR GOD HELM

REQUIREMENT

1 Symbol of Solar God
40 Steel
2 Oridecon
10 Gold
50 Coal

LOCATION

alberta 135, 79 - Talk to the Hat Store Girl
the steps Northeast of the South Kafra

SPORE HAT

REQUIREMENT

850 Poison Spore
300 Burn Tree
1 Tongue

LOCATION

xmas 116, 295 - Talk to the Vending Mach
Man on the Northwest

STRIPED BANDANA

REQUIREMENT

1,500 Worn-out Prison Uniform

LOCATION

comodo 227, 159 - Talk to the Hair Band
East of the Kafra

PRETEND MURDER

REQUIREMENT

- 4 Skirt of Virgin

LOCATION

payon_in01 103, 110 - Talk to Granny in the second room in the Palace

SMOKIE HAT

REQUIREMENT

- 1 Kitty Band
- 20 Dragon Scale
- 200 Tough Scalelike Stem
- 300 Skin of Sea Otter

LOCATION

xmas 116, 295 - Talk to the Vending Machine Man on the Northwest

SAKKAT

REQUIREMENT

- 120 Trunk
- 10,000 Zeny

LOCATION

aldeba_in 150, 165 - Talk to the Trader in the small house west past the bridge

SOLAR GOD HELM

REQUIREMENT

- 1 Symbol of Solar God
- 40 Steel
- 2 Oridecon
- 10 Gold
- 50 Coal

LOCATION

alberta 135, 79 - Talk to the Hat Store Girl on the steps Northeast of the South Kafra

SPORE HAT

REQUIREMENT

- 850 Poison Spore
- 300 Burn Tree
- 1 Tongue

LOCATION

xmas 116, 295 - Talk to the Vending Machine Man on the Northwest

STRIPED BANDANA

REQUIREMENT

- 1,500 Worn-out Prison Uniform

LOCATION

comodo 227, 159 - Talk to the Hair Band Girl East of the Kafra

STOP POST

REQUIREMENT

- 1 Black Dyestuffs
- 50 Trunk
- 91,100 Zeny

LOCATION

morocc_in 142, 99 - Talk to William in the room on the right in the PVP room

SUNDAY HAT

REQUIREMENT

- 1 Slotted Hat
- 1 Slotted Cap
- 250 Fabric
- 600 Soft Feather

LOCATION

alberta 135, 79 - Talk to the Hat Store Girl on the steps Northeast of the South Kafra

WELDING MASK

REQUIREMENT

- 50 Steel
- 2,000 Zeny

LOCATION

geffen 144, 167 - Talk to the Blacksmith in the second floor of the Blacksmith building

DYESTUFFS QUEST

Needed to make Dyestuffs

LOCATION

alberta_in 132, 55 - Walk into the mansion in the center North. Go to the second floor and enter the second room in the hallway. Talk to Luitz who is standing at the back of the room.

MIXTURE

REQUIREMENT

- 1 Karvodailnirol
- 1 Alcohol
- 1 Empty Bottle
- 4,000 Zeny

LOCATION

geffen_in 140, 140 - Go to the Blacksmith building,up the second floor then enter the door.

COUNTERAGENT

REQUIREMENT

- 1 Detrimindexta
- 1 Alcohol
- 1 Empty Bottle
- 3,000 Zeny

LOCATION

geffen_in 140, 140 - Go to the Blacksmith building,up the second floor then enter the door.

SCARLET DYESTUFFS

REQUIREMENT

30 Red Herb
1 Counteragent
1 Empty Bottle
3,000 Zeny

LOCATION

morocc_in 145, 99 - Talk to JavaDullihan in the Morroc PVP room

LEMON DYESTUFFS

REQUIREMENT

30 Yellow Herb
1 Counteragent
3,000 Zeny

LOCATION

morocc_in 145, 99 - Talk to JavaDullihan in the Morroc PVP room

WHITE DYESTUFFS

REQUIREMENT

30 White Herb
1 Counteragent
1 Empty Bottle
3,000 Zeny

LOCATION

morocc_in 145, 99 - Talk to JavaDullihan in the Morroc PVP room

ORANGE DYESTUFFS

REQUIREMENT

20 Yellow Herb
20 Red Herb
1Counteragent
1 Mixture
1 Empty Bottle
5,000 Zeny

LOCATION

morocc_in 145, 99 - Talk to JavaDullihan in the Morroc PVP room

COBALTBLUE DYESTUFFS

REQUIREMENT

20 Blue Herb
1 Counteragent
1 Empty Bottle
3,500 Zeny

LOCATION

morocc_in 145, 99 - Talk to JavaDullihan in the Morroc PVP room

DARKGREEN DYESTUFFS

REQUIREMENT

5 Blue Herb
20 Red Herb
20 Yellow Herb
1 Counteragent
1 Mixture
1 Empty Bottle
5,000 Zeny

LOCATION

morocc_in 145, 99 - Talk to JavaDullihan in the Morroc PVP room

VIOLET DYESTUFFS

REQUIREMENT

10 Blue Herb
30 Red Herb
1 Counteragent
1 Mixture
1 Empty Bottle
5,000 Zeny

LOCATION

morocc_in 145, 99 - Talk to JavaDullihan in the Morroc PVP room

BLACK DYESTUFFS

REQUIREMENT

30 Red Herb
30 Yellow Herb
30 Green Herb
5 Blue Herb
1 Counteragent
1 Mixture
1 Empty Bottle
7,000 Zeny

LOCATION

morocc_in 145, 99 - Talk to JavaDullihan in the Morroc PVP room

RED POTION

REQUIREMENT

10 Jellopy

LOCATION

alberta 190, 172 - Talk to Phelix in the ship

SWEET POTATO

REQUIREMENT

3 Jellopy

LOCATION

alberta 190, 172 - Talk to Phelix in the ship

RED POTION

REQUIREMENT

2 Red Herb
1 Empty Bottle
3 Zeny

LOCATION

alberta_in 16, 27 - Talk to Grampa Pharmacist in the South room in the Merchant's Guild

ORANGE POTION

REQUIREMENT

1 Red Herb
1 Yellow Herb
1 Empty Bottle
5 Zeny

LOCATION

alberta_in 16, 27 - Talk to Grampa Pharmacist in the South room in the Merchant's Guild

YELLOW POTION

REQUIREMENT

2 Yellow Herb
1 Empty Bottle
10 Zeny

LOCATION

alberta_in 16, 27 - Talk to Grampa Pharmaci
in the South room in the Merchant's Guild

WHITE POTION

REQUIREMENT

2 White Herb
1 Empty Bottle
20 Zeny

LOCATION

alberta_in 16, 27 - Talk to Grampa Pharmaci
in the South room in the Merchant's Guild

BLUE POTION

REQUIREMENT

2 Blue Herb
1 Empty Bottle
30 Zeny

LOCATION

alberta_in 16, 27 - Talk to Grampa Pharmacist in the South room in the Merchant's Guild

GREEN POTION

REQUIREMENT

2 Green Herb
1 Empty Bottle
3 Zeny

LOCATION

alberta_in 16, 27 - Talk to Grampa Pharmacist in the South room in the Merchant's Guild

JUICE QUEST

Needed before making any Juice

LOCATION

prt_in 48, 172 - Go in the PVP Building, up the second floor. Talk to Marianne at the end of the hallway. You must have 1 Meat with you to show Morrison, her son. Do not give the Meat, then talk to Marianne again.

APPLE JUICE

REQUIREMENT

1 Apple
1 Empty Bottle
3 Zeny

LOCATION

payon_in 175, 113 - Talk to Marx Hansen in the PVP Building.

YELLOW POTION

REQUIREMENT

2 Yellow Herb
1 Empty Bottle
10 Zeny

LOCATION

alberta_in 16, 27 - Talk to Grampa Pharmacist in the South room in the Merchant's Guild

WHITE POTION

REQUIREMENT

2 White Herb
1 Empty Bottle
20 Zeny

LOCATION

alberta_in 16, 27 - Talk to Grampa Pharmacist in the South room in the Merchant's Guild

BLUE POTION

REQUIREMENT

2 Blue Herb
1 Empty Bottle
30 Zeny

LOCATION

alberta_in 16, 27 - Talk to Grampa Pharmacist in the South room in the Merchant's Guild

GREEN POTION

REQUIREMENT

2 Green Herb
1 Empty Bottle
3 Zeny

LOCATION

alberta_in 16, 27 - Talk to Grampa Pharmacist in the South room in the Merchant's Guild

JUICE QUEST

Needed before making any Juice

LOCATION

prt_in 48, 172 - Go in the PVP Building, up the second floor. Talk to Marianne at the end of the hallway. You must have 1 Meat with you to show Morrson, her son. Do not give the Meat, then talk to Marianne again.

APPLE JUICE

REQUIREMENT

1 Apple
1 Empty Bottle
3 Zeny

LOCATION

payon_in 175, 113 - Talk to Marx Hansen in the PVP Building.

BANANA JUICE

REQUIREMENT

1 Banana
1 Empty Bottle
3 Zeny

LOCATION

payon_in 175, 113 - Talk to Marx Hansen in the PVP Building.

CARROT JUICE

REQUIREMENT

1 Carrot
1 Empty Bottle
3 Zeny

LOCATION

payon_in 175, 113 - Talk to Marx Hansen in the PVP Building.

GRAPE JUICE

REQUIREMENT

1 Grape Juice
1 Empty Bottle
3 Zeny

LOCATION

payon_in 175, 113 - Talk to Marx Hansen in the PVP Building.

ELUNIUMS

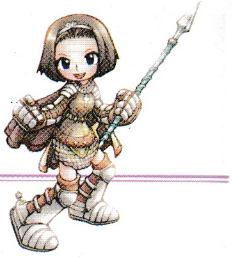
REQUIREMENT

5 Rough Eluniums

LOCATION

prt_in 62, 69 morocc_in 71, 32 payon_in01 80, 31 alberta_in 21, 62

SKILL QUESTS

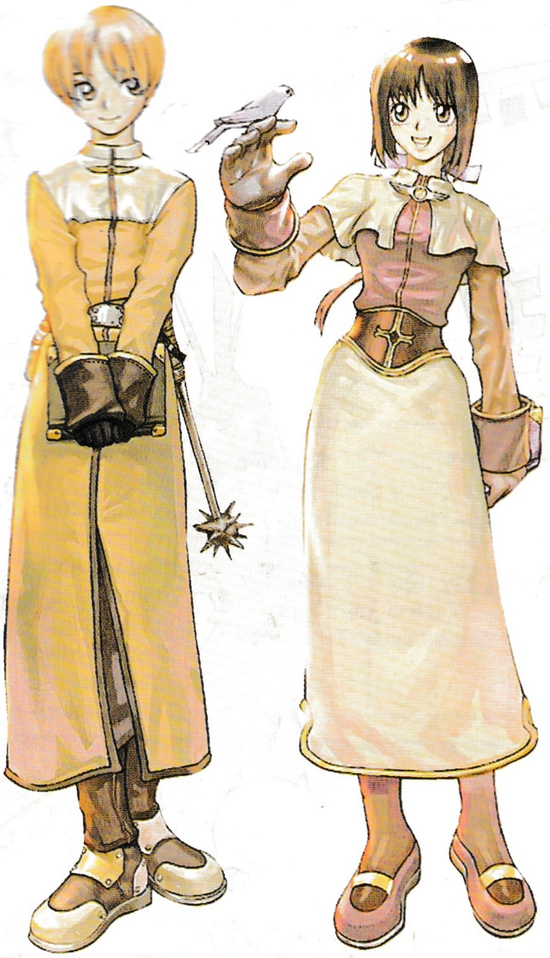


JOB CLASS	SKILL	LOCATION	NPC	REQUIREMENTS
NOVICE	**FIRST AID**	prt_in 234 133 prt_castle 175 146	Nami Nurse Officer	3 Red Herb 3 Clover
NOVICE	**PLAY DEAD**	prt_in 73, 87 prt_castle 175 146	Blma Nurse Officer	Over Job Level 7 must have First Aid
SWORDSMAN	**FATAL BLOW**	prt_in 75, 88 (Knight Guild)	Reon Phon Prisue	10 Fire Arrows 10 Silver Arrows 1 Banana Juice 30 Tentacles 5 Royal Jelly
SWORDSMAN	**MOVING HP RECOVERY**	izlude_in 175, 130 (Swordsman Guild)	Ditomarso	200 Empty Bottles Any kind of armor Moth Wing
SWORDSMAN	**AUTO BERSERK**	prt_in 94, 57 (Forging Room)	Huahn	35 Powder of Butterfly 10 Horrendous Mouth 10 Decayed Nail 10 Honey
THIEF	**THROW SAND**	moc_prydb1 154, 128 (Thief Guild) payon 28, 121	Alcouskou Rurumni	5 Fine Grit
THIEF	**BACKSLIDE**	moc_prydb1 154, 128 (Thief Guild)	Alcouskou	20 Grasshoppers' Leg
THIEF	**FIND STONE**	moc_prydb1 154, 128 (Thief Guild)	Alcouskou	1 Bear's Footskin 1 Zargon 5 Spawn
THIEF	**THROW STONE**	moc_prydb1 154, 128 (Thief Guild)	Alcouskou	2 Garlet 2 Scell
ARCHER	**ARROW CRAFTING**	morocc 121, 109	Kyulnari	20 Resin 1 Red Potion 13 Trunk 41 Pointed Scale 7 Mushroom Spore

	SKILL	
ARCHER	**CHARGE ARROW**	
MAGICIAN	**ENERGY COAT**	gef (
ACOLYTE	**HOLY LIGHT**	prt_
MERCHANT	**CRAZY UPROAR**	a
MERCHANT	**CHANGE CART**	alb
MERCHANT	**CART REVOLUTION**	alb

JOB CLASS	SKILL	LOCATION	NPC	REQUIREMENTS
ARCHER	**CHARGE ARROW**	payon 30, 94	Gaeho	10 Tentacles 10 Bill of Birds 3 Yoyo Tails 2 Emeralds 36 Banana Juice
MAGICIAN	**ENERGY COAT**	geffen_in 151, 119 (Magic Class)	Grand Wizard	3 Glass Beads 1 1 Carat Diamond 5 Shell 1 Solid Shell
ACOLYTE	**HOLY LIGHT**	prt_church 173, 23 (Church)	Chief Acolyte	1 Opal 1 Crystal Blue 1 Rosary
MERCHANT	**CRAZY UPROAR**	alberta 83, 96	Naeko	7 Pearl 50 Mushroom Spore 1 Banana Juice
MERCHANT	**CHANGE CART**	alberta 119, 221	Shyailron	50 Trunk 10 Iron 20 Animal Skin
MERCHANT	**CART REVOLUTION**	alberta 232, 106	Gusangs	1 Banana Juice 20 Iron 20 Fly Wing 30 Sticky Mucus 5 Tentacles 2 Grape Juice

ACOLYTE



Acolytes are servants of God, dedicated to help the huddled masses of Midgard. Acolytes are spellcasters who call upon the powers of the divine through piety and faith. Experts in magic that specialize in healing and recovery spells, an Acolyte's divine magic provides healing and strong support to any adventuring party. They strive to aid others and foster hope among the people of Midgard, whose faith in the divine has waned in the face of Ragnarok. This is an acolyte.

Acolyte builds are basically the same. Starting stats are 9 INT, 9 DEX and 9 AGI. INT being the most important stat that an Acolyte must focus on. With regard to skills, the Healing skill is very important. Acquiring Bless and Increase AGI are definitely a must, as these two skills will prove to be the most useful spells in the acolyte arsenal. Job level 50 is highly recommended when playing an acolyte since an acolyte has so many skills to choose from.

BECOMING AN ACOLYTE

WHAT TO DO	REQUIREMENT	LOCATION
Go to the Prontera Church, talk to the Cleric (prt_church 184 41). Visit one of 3 Asetics that the Cleric tells you to visit then come back to the cleric	Visit one of the 3 asetics: 1. Mother Marthilda, (North of Morroc in the top northwest corner) 2. Father Yosuke (Northwest of Prontera) 3. Father Rubalkabura (Yoyo Land)	Rubalkabara: prt_fild03 365 255, Mathilda: moc_fild07 41 355, Yosuke prt_fild00 208 218

ACO

[Supportive] Decrease A

Reduce target's walk speed by 20% and a fixed a
AGI. Targets affected by decrease agi cannot use s
Hand Quicken or Adrenalin Rush.

Requirement: Increase AGI Level 1

Lv.1	- 3 Agility
Lv.2	- 4 Agility
Lv.3	- 5 Agility
Lv.4	- 6 Agility
Lv.5	- 7 Agility
Lv.6	- 8 Agility
Lv.7	- 9 Agility
Lv.8	- 10 Agility
Lv.9	- 11 Agility
Lv.10	- 12 Agility

Duration = {60 + (S.Lv * 15)} Seconds

[Passive] Demon Bane

Increased damage against demon/undead.

Requirement: Divine Protection Level

Lv.1	Damage +3 vs. Demon/Undead
Lv.2	Damage +6 vs. Demon/Undead
Lv.3	Damage +9 vs. Demon/Undead
Lv.4	Damage +12 vs. Demon/Undead
Lv.5	Damage +15 vs. Demon/Undead
Lv.6	Damage +18 vs. Demon/Undead
Lv.7	Damage +21 vs. Demon/Undead
Lv.8	Damage +24 vs. Demon/Undead
Lv.9	Damage +27 vs. Demon/Undead
Lv.10	Damage +30 vs. Demon/Undead

[Passive] Divine Protection

Decreases damage from demon and undead creatures.

Lv.1	Vit Def +3
Lv.2	Vit Def +6
Lv.3	Vit Def +7
Lv.4	Vit Def +12
Lv.5	Vit Def +15
Lv.6	Vit Def +18
Lv.7	Vit Def +21
Lv.8	Vit Def +24
Lv.9	Vit Def +27
Lv.10	Vit Def +30

ACOLYTE SKILLS

[Supportive] Decrease AGI

Reduce target's walk speed by 20% and a fixed amount of AGI. Targets affected by decrease agi cannot use skill like 2 Hand Quicken or Adrenalin Rush.

Requirement: Increase AGI Level 1

Lv. 1	- 3 Agility
Lv. 2	- 4 Agility
Lv. 3	- 5 Agility
Lv. 4	- 6 Agility
Lv. 5	- 7 Agility
Lv. 6	- 8 Agility
Lv. 7	- 9 Agility
Lv. 8	- 10 Agility
Lv. 9	- 11 Agility
Lv. 10	- 12 Agility

Duration = {60 + (S.Lv * 15)} Seconds

[Passive] Demon Bane

Increased damage against demon/undead.

Requirement: Divine Protection Level 3

Lv. 1	Damage +3 vs. Demon/Undead
Lv. 2	Damage +6 vs. Demon/Undead
Lv. 3	Damage +9 vs. Demon/Undead
Lv. 4	Damage +12 vs. Demon/Undead
Lv. 5	Damage +15 vs. Demon/Undead
Lv. 6	Damage +18 vs. Demon/Undead
Lv. 7	Damage +21 vs. Demon/Undead
Lv. 8	Damage +24 vs. Demon/Undead
Lv. 9	Damage +27 vs. Demon/Undead
Lv. 10	Damage +30 vs. Demon/Undead

[Passive] Divine Protection

Decreases damage from demon and undead creatures.

Lv. 1	Vit Def +3
Lv. 2	Vit Def +6
Lv. 3	Vit Def +7
Lv. 4	Vit Def +12
Lv. 5	Vit Def +15
Lv. 6	Vit Def +18
Lv. 7	Vit Def +21
Lv. 8	Vit Def +24
Lv. 9	Vit Def +27
Lv. 10	Vit Def +30

[Supportive] Signum Crucis

Reduces defence of undead and demon monsters. Costs 35 SP

Requirement: Demon Bane Level 3

Lv. 1	Defense - 3%
Lv. 2	Defense - 6%
Lv. 3	Defense - 9%
Lv. 4	Defense - 12%
Lv. 5	Defense - 15%
Lv. 6	Defense - 18%
Lv. 7	Defense - 21%
Lv. 8	Defense - 24%
Lv. 9	Defense - 27%
Lv. 10	Defense - 30%

Signum Crucis lasts until the monster is destroyed.

[Supportive] Blessing

Increases Strength, Dexterity and Intelligence greatly

Requirement: Divine Protection Level 5

Lv. 1	+ 1 Str, Dex & Int, - 28 SP
Lv. 2	+ 2 Str, Dex & Int, - 32 SP
Lv. 3	+ 3 Str, Dex & Int, - 36 SP
Lv. 4	+ 4 Str, Dex & Int, - 40 SP
Lv. 5	+ 5 Str, Dex & Int, - 44 SP
Lv. 6	+ 6 Str, Dex & Int, - 48 SP
Lv. 7	+ 7 Str, Dex & Int, - 52 SP
Lv. 8	+ 8 Str, Dex & Int, - 56 SP
Lv. 9	+ 9 Str, Dex & Int, - 60 SP
Lv. 10	+ 10 Str, Dex & Int, - 64 SP

Lasts for [30 + (S.Lv * 10)] Seconds. Bless halves the DEX of Demon-type monsters.

[Active] Warp Portal

Warp to a memo spot. Costs 26 SP. Requires 1 Blue Gemstone.

Requirement: Teleport Level 2

Lv. 1	Save Point Only
Lv. 2	1 Memo & Save Point
Lv. 3	2 Memo & Save Point
Lv. 4	3 Memo & Save Point

ACOLYTE SKILLS

[Recovery] Aqua Benedicta

Creates 1 bottle of holy water. Costs 10 SP per use.
Requires 1 Empty Bottle

[Supportive] Angelus

Boosts Vitality Defense of the party.

Requirement: Divine Protection Level 3

Lv. 1	105% Vitality Defense, -23 SP
Lv. 2	110% Vitality Defense, -26 SP
Lv. 3	115% Vitality Defense, -29 SP
Lv. 4	120% Vitality Defense, -32 SP
Lv. 5	125% Vitality Defense, -35 SP
Lv. 6	130% Vitality Defense, -38 SP
Lv. 7	135% Vitality Defense, -41 SP
Lv. 8	140% Vitality Defense, -44 SP
Lv. 9	145% Vitality Defense, -47 SP
Lv. 10	150% Vitality Defense, -50 SP

Amount raised is based on vitality not armour defence.

[Recovery] Heal

Heal can restore your own or another's lost HP. This skill can also be used to damage the undead by SHIFT+clicking this skill on an undead monster.

Lv. 1	- 13 SP
Lv. 2	- 16 SP
Lv. 3	- 19 SP
Lv. 4	- 22 SP
Lv. 5	- 25 SP
Lv. 6	- 28 SP
Lv. 7	- 31 SP
Lv. 8	- 34 SP
Lv. 9	- 37 SP
Lv. 10	- 40 SP

Formula for Heal = {(Base Lv + Int / 8 round down) * (S.Lv * 8 + 4)}

[Supportive] Increase AGI

Increase AGI allows you to temporarily increase your Attack Speed, Flee Rate and Walking Speed.

Requirement: Heal Level 3

Lv. 1	HP - 15, AGI + 3, SP - 18 Duration 65 Seconds
Lv. 2	HP - 15, AGI + 4, SP - 21 Duration 80 Seconds
Lv. 3	HP - 15, AGI + 5, SP - 24 Duration 95 Seconds
Lv. 4	HP - 15, AGI + 6, SP - 27 Duration 110 Seconds
Lv. 5	HP - 15, AGI + 7, SP - 30 Duration 125 Seconds
Lv. 6	HP - 15, AGI + 8, SP - 33 Duration 140 Seconds
Lv. 7	HP - 15, AGI + 9, SP - 36 Duration 155 Seconds
Lv. 8	HP - 15, AGI + 10, SP - 39 Duration 170 Seconds
Lv. 9	HP - 15, AGI + 11, SP - 42 Duration 185 Seconds
Lv. 10	HP - 15, AGI + 12, SP - 45 Duration 200 Seconds

[Supportive] Ruwach

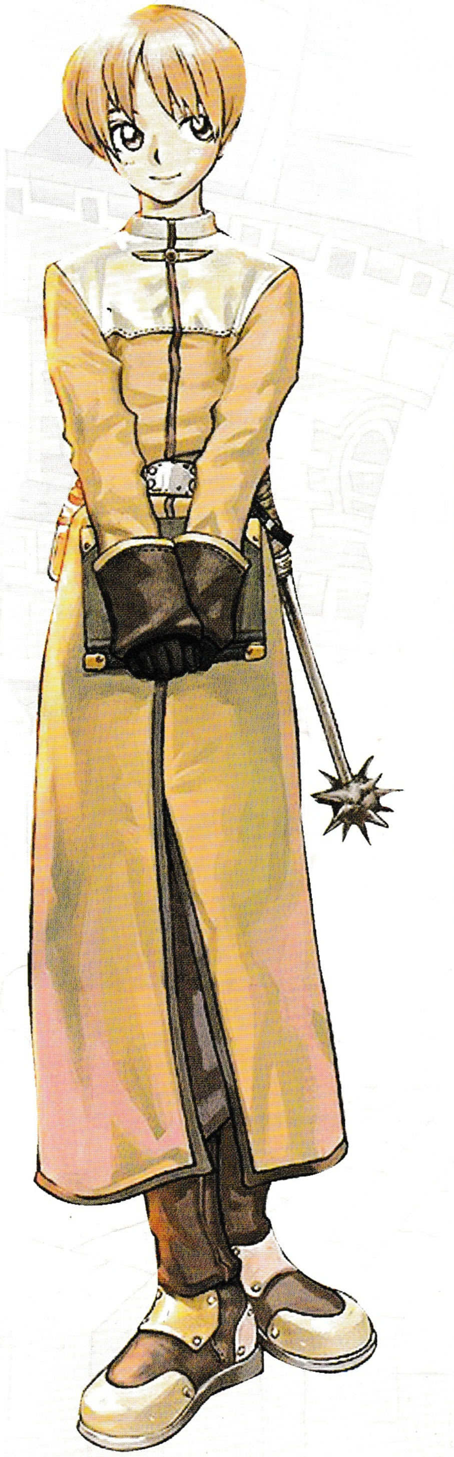
Ruwach brings forth divine light-spheres to reveal hidden enemies. Costs 10 SP.

[Supportive] Teleport

Provides teleportation for the user. Costs 9 SP to use.

Requirement: Ruwach Level 1

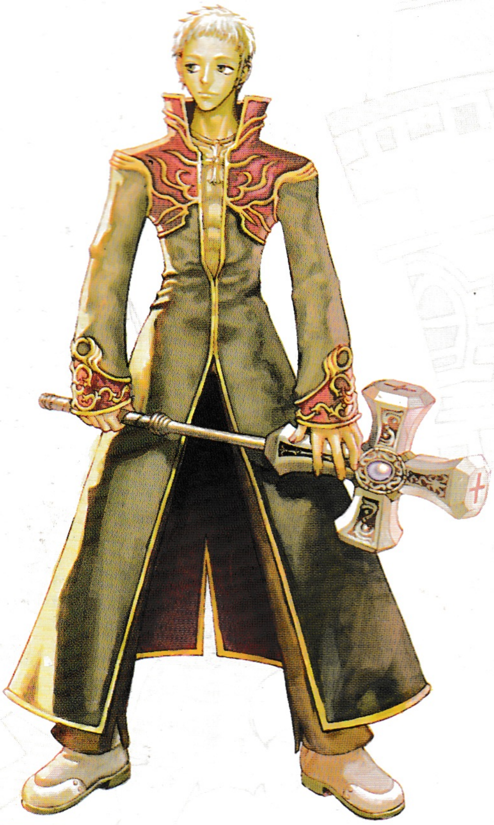
Lv. 1	Random location within the map
Lv. 2	Return to last saved point



ACOLYTE STAT BONUS

JOB LVL	STR	INT	VIT	DEX	AGI	LUK
1	0	0	0	0	0	0
2	0	0	0	0	0	1
3	0	0	0	0	0	1
4	0	0	0	0	0	1
5	0	0	0	0	0	1
6	0	0	1	0	0	1
7	0	0	1	0	0	1
8	0	0	1	0	0	1
9	0	0	1	0	0	1
10	0	1	1	0	0	1
11	0	1	1	0	0	1
12	0	1	1	0	0	1
13	0	1	1	0	0	1
14	0	1	1	1	0	1
15	0	1	1	1	0	1
16	0	1	1	1	0	1
17	0	1	1	1	0	1
18	0	1	1	1	0	2
19	0	1	1	1	0	2
20	0	1	1	1	0	2
21	0	1	1	1	0	2
22	0	1	1	1	1	2
23	0	1	1	1	1	2
24	0	1	1	1	1	2
25	0	1	1	1	1	2
26	1	1	1	1	1	2
27	1	1	1	1	1	2
28	1	1	1	1	1	2
29	1	1	1	1	1	2
30	1	1	2	1	1	2
31	1	1	2	1	1	2
32	1	1	2	1	1	2
33	1	2	2	1	1	2
34	1	2	2	1	1	2
35	1	2	2	1	1	2
36	1	2	2	2	1	2
37	1	2	2	2	1	2
38	1	2	2	2	1	3
39	1	2	2	2	1	3
40	1	2	2	2	2	3
41	1	2	2	2	2	3
42	2	2	2	2	2	3
43	2	2	2	2	2	3
44	2	2	3	2	2	3
45	2	2	3	2	2	3
46	2	3	3	2	2	3
47	2	3	3	3	2	3
48	2	3	3	3	2	3
49	3	3	3	3	2	3
50	3	3	3	3	2	4

PRIEST



The next in the advancement of the Acolyte, the Priest represents the ultimate in party support abilities, with the majority of the Skills dealing in the enhancement of a party's effectiveness in battle. In addition to the support skills the Priest also has enhanced abilities against Undead and Demons.

BECOMING A PRIEST

LOCATION	WHAT TO DO	REQUIREMENT
prt_church 16 41	Talk to Tomas Servantez	Take the test in the following sequence. Pilgrimage if you are Job level 50 you can skip this test Talk to Father Rubalkabara Talk to Mother Mathilda Talk to Father Yosuke
prt_church 16 41	Talk to Tomas Servantez to move to Peter S. Alberto's Room	Take the battle test note: A priest can assist during the test and to assist the acolyte, a priest needs a rosary. The vices:weak undead 4 temptations:temptations of demons to make you give up the Job Change. 6 evil spirits:strong undead monsters
prt_church 27 24	Talk to Sesilia Magrathaar	After that talk to the Bishop to change your job

---

PRIEST SKILLS

[Passive] Increase SP Recov

Natural SP Regeneration

Lv.1	+ 3 SP
Lv.2	+ 6 SP
Lv.3	+ 9 SP
Lv.4	+ 12 SP
Lv.5	+ 15 SP
Lv.6	+ 18 SP
Lv.7	+ 21 SP
Lv.8	+ 24 SP
Lv.9	+ 27 SP
Lv.10	+ 30 SP

[SLv * (Maximum SP / 500 + 3)] is the formula for actual SP regeneration. SP re occurs every 10 seconds while standin walking, 5 seconds while sitting. Natura recovery occurs separately from SP reg

[Passive] Mace Mastery

Increases mace weapon damage

Lv.1	+ 3 Damage
Lv.2	+ 6 Damage
Lv.3	+ 9 Damage
Lv.4	+ 12 Damage
Lv.5	+ 15 Damage
Lv.6	+ 18 Damage
Lv.7	+ 21 Damage
Lv.8	+ 24 Damage
Lv.9	+ 27 Damage
Lv.10	+ 30 Damage

[Blessing] Impositio Manu

Through laying of the hands, the priest boosts the damage tha recipient can deal in battle.

Lv.1	+ 5 Weapon Attack 13 SP
Lv.2	+ 10 Weapon Attack 16 SP
Lv.3	+ 15 Weapon Attack 19 SP
Lv.4	+ 20 Weapon Attack 22 SP
Lv.5	+ 25 Weapon Attack 25 SP

PRIEST SKILLS

[Passive] Increase SP Recovery

Hastens SP Regeneration

Lv. 1	+ 3 SP
Lv. 2	+ 6 SP
Lv. 3	+ 9 SP
Lv. 4	+ 12 SP
Lv. 5	+ 15 SP
Lv. 6	+ 18 SP
Lv. 7	+ 21 SP
Lv. 8	+ 24 SP
Lv. 9	+ 27 SP
Lv. 10	+ 30 SP

[S.Lv * (Maximum SP / 500 + 3)] is the formula for actual SP regeneration. SP regen occurs every 10 seconds while standing or walking, 5 seconds while sitting. Natural SP recovery occurs separately from SP regen.

[Passive] Mace Mastery

Increases mace weapon damage

Lv. 1	+ 3 Damage
Lv. 2	+ 6 Damage
Lv. 3	+ 9 Damage
Lv. 4	+ 12 Damage
Lv. 5	+ 15 Damage
Lv. 6	+ 18 Damage
Lv. 7	+ 21 Damage
Lv. 8	+ 24 Damage
Lv. 9	+ 27 Damage
Lv. 10	+ 30 Damage

[Blessing] Impositio Manus

Through laying of the hands, the priest boosts the damage that the recipient can deal in battle.

Lv. 1	+ 5 Weapon Attack 13 SP
Lv. 2	+ 10 Weapon Attack 16 SP
Lv. 3	+ 15 Weapon Attack 19 SP
Lv. 4	+ 20 Weapon Attack 22 SP
Lv. 5	+ 25 Weapon Attack 25 SP

[Blessing] Suffragium

Suffragium speeds the casting time for a target other than the casting priest. Costs 15 SP

Requirement: Impositio Manus Level 2

Lv. 1	15% Cast Reduction / Lasts 30 Sec
Lv. 2	30% Cast Reduction / Lasts 20 Sec
Lv. 3	45% Cast Reduction / Lasts 10 Sec

Suffragium can speed up the casting time of a spell even if cast in the middle of the spell. The spell's casting time is returned to normal the moment Suffragium ends.

[Blessing] Aspersio

Aspersio imbues a target's weapons with Holy Attribute Damage

Requirement: Agua Benedicta Level 1, Impositio Manus Level 3 and Holy Water

Lv. 1	Lasts 30 seconds 14 SP
Lv. 2	Lasts 60 seconds 18 SP
Lv. 3	Lasts 90 seconds 22 SP
Lv. 4	Lasts 120 seconds 26 SP
Lv. 5	Lasts 150 seconds 30 SP

[Blessing] B.S Sacramenti

This skill gives a blessing to it's target from the holy sacrament, bestowing it with Holy 1 property. This skill requires two Acolytes or Priests to be beside you. Costs 20sp

Requirement: Aspersio Level 5 and Gloria Level 3

Lv. 1	40 Seconds
Lv. 2	80 Seconds
Lv. 3	120 Seconds
Lv. 4	160 Seconds
Lv. 5	200 Seconds

Note that the acolytes do not even have to be alive to activate this spell.

[Supportive] Slow Poison

Slow poison halts the damage from poison temporarily

Lv. 1	Lasts 10 Seconds 6 SP
Lv. 2	Lasts 20 Seconds 8 SP
Lv. 3	Lasts 30 Seconds 10 SP
Lv. 4	Lasts 40 Seconds 12 SP

[Offensive] Lex Aeterna

Doubles the damage of the next attack. Costs 10 SP

Requirement: Lex Divina Level 5

[Eulogy] Kyrie Eleison

Creates a barrier around the target that blocks either a specific number of hits or damage exceeding a fraction of the target's HP. It can be dispelled by a holy attack.

Requirement: Angelus Level 2

Lv. 1	12% HP Shield or 5 Hits SP 20
Lv. 2	14% HP Shield or 6 Hits SP 20
Lv. 3	16% HP Shield or 6 Hits SP 20
Lv. 4	18% HP Shield or 7 Hits SP 25
Lv. 5	20% HP Shield or 7 Hits SP 25
Lv. 6	22% HP Shield or 8 Hits SP 25
Lv. 7	24% HP Shield or 8 Hits SP 30
Lv. 8	26% HP Shield or 9 Hits SP 30
Lv. 9	28% HP Shield or 9 Hits SP 30
Lv. 10	30% HP Shield or 10 Hits SP 35

[Supportive] Safety Wall

Forms a protective barrier around an area that protects the person within it against a fixed number of hits

Requirement: Sanctuary Level 3, Aspersio Level 4 and One Blue Gemstone

Lv. 1	Block 2 Hits 30 SP
Lv. 2	Block 3 Hits 30 SP
Lv. 3	Block 4 Hits 30 SP
Lv. 4	Block 5 Hits 30 SP
Lv. 5	Block 6 Hits 30 SP
Lv. 6	Block 7 Hits 40 SP
Lv. 7	Block 8 Hits 40 SP
Lv. 8	Block 9 Hits 40 SP
Lv. 9	Block 10 Hits 40 SP
Lv. 10	Block 11 Hits 40 SP

[Supportive] Sanctuary

A veil of holy energies erupt in an area healing all within it including the Guild Emperium and damaging undead and demons.

Requirement: Heal Level 1 and One Blue Gemstone

Lv. 1	100 HP / Lasts 3 Secs / 15 SP
Lv. 2	200 HP / Lasts 6 Secs / 18 SP
Lv. 3	300 HP / Lasts 9 Secs / 21 SP
Lv. 4	400 HP / Lasts 12 Secs / 24 SP
Lv. 5	500 HP / Lasts 15 Secs / 27 SP
Lv. 6	600 HP / Lasts 18 Secs / 30 SP
Lv. 7	777 HP / Lasts 21 Secs / 33 SP
Lv. 8	777 HP / Lasts 24 Secs / 36 SP
Lv. 9	777 HP / Lasts 27 Secs / 39 SP
Lv. 10	777 HP / Lasts 30 Secs / 42 SP

[Supportive] Resurrection

Brings back to life a character that has fallen or gives a chance to kill an undead creature outright. Costs 60sp

Requirement: SP Recovery Level 4, Status Recovery Level 1 and One Blue Gemstone

Lv. 1	10% HP, 6 Sec Cast Time 0 Second Delay
Lv. 2	30% HP, 4 Sec Cast Time 1 Second Delay
Lv. 3	50% HP, 2 Sec Cast Time 2 Second Delay
Lv. 4	80% HP, 0 Sec Cast Time 3 Second Delay

[Exorcising] Lex Divina

This skill silences a target, preventing it from using it's skills for a limited duration.

Requirement: Ruwach Level 1

Lv. 1	30 Seconds 20 SP
Lv. 2	35 Seconds 20 SP
Lv. 3	40 Seconds 20 SP
Lv. 4	45 Seconds 20 SP
Lv. 5	50 Seconds 20 SP
Lv. 6	55 Seconds 20 SP
Lv. 7	60 Seconds 20 SP
Lv. 8	65 Seconds 20 SP
Lv. 9	70 Seconds 20 SP
Lv. 10	75 Seconds 20 SP

[Supportive] Magnificat

Increases SP and HP recovery for everyone in the party for a limited duration. This spell costs 40 SP

Lv. 1	20 Seconds
Lv. 2	40 Seconds
Lv. 3	60 Seconds
Lv. 4	80 Seconds
Lv. 5	100 Seconds

[Exorcising] Turn Undead

A powerful undead affecting magical attack that has a chance to kill undead outright derived from LUK and INT. If it doesn't it damages them. Costs 20 SP

Requirement: Resurrection Level 1 and Lex Divina Level 3

10 Levels

[Exorcising] Magnus Exorcismus

Creates a powerful area of divine energy that deal
massive damage to any undead, demon creatur
that enters it or is caught in it's effect.

Requirement: Turn Undead Level 3, Lex
Aeterna, Safety Wall Level 1 and One
Blue Gemstone

Lv. 1	1 Hit 40 SP
Lv. 2	2 Hit 42 SP
Lv. 3	3 Hit 44 SP
Lv. 4	4 Hit 46 SP
Lv. 5	5 Hit 48 SP
Lv. 6	6 Hit 50 SP
Lv. 7	7 Hit 52 SP
Lv. 8	8 Hit 54 SP
Lv. 9	9 Hit 56 SP
Lv. 10	10 Hit 58 SP

[Eulogy] Gloria

Everyone in the party gets +30 LUK for a limite
duration. Costs 20 SP

Requirement: Kyrie Eleison Level 4 an
Magnificat Level 3

Lv. 1	10 Seconds
Lv. 2	15 Seconds
Lv. 3	20 Seconds
Lv. 4	25 Seconds
Lv. 5	30 Seconds

[Supportive] Status Recover

Status Recovery allows the target to recover fro
"Frozen", "Stun", "Stone" & "Berserk" status effec
or blind undead. This skill uses 5 sp.

[Exorcising] Magnus Exorcismus

Creates a powerful area of divine energy that deals massive damage to any undead, demon creature that enters it or is caught in it's effect.

Requirement: Turn Undead Level 3, Lex Aeterna, Safety Wall Level 1 and One Blue Gemstone

Lv. 1	1 Hit 40 SP
Lv. 2	2 Hit 42 SP
Lv. 3	3 Hit 44 SP
Lv. 4	4 Hit 46 SP
Lv. 5	5 Hit 48 SP
Lv. 6	6 Hit 50 SP
Lv. 7	7 Hit 52 SP
Lv. 8	8 Hit 54 SP
Lv. 9	9 Hit 56 SP
Lv. 10	10 Hit 58 SP

[Eulogy] Gloria

Everyone in the party gets +30 LUK for a limited duration. Costs 20 SP

Requirement: Kyrie Eleison Level 4 and Magnificat Level 3

Lv. 1	10 Seconds
Lv. 2	15 Seconds
Lv. 3	20 Seconds
Lv. 4	25 Seconds
Lv. 5	30 Seconds

[Supportive] Status Recovery

Status Recovery allows the target to recover from "Frozen", "Stun", "Stone" & "Berserk" status effects or blind undead. This skill uses 5 sp.

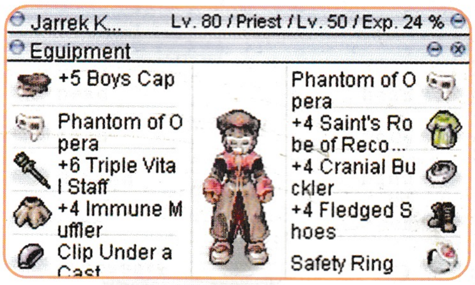
FULL SUPPORT PRIEST

INT VIT Priest

The true servant of Rune Midgard, the INT VIT variant of the priest class is one of the most important builds within the game. This build is at its finest in a party environment.

Full Support Priest Stats

Having high INT gives the character massive amounts of SP and high MATK. High VIT on the other hand gives the priest high DEF and a fair amount of HP, giving higher chances of survivability.



Jarrek K... Lv. 80 / Priest / Lv. 50 / Exp. 24 %

Equipment

+5 Boys Cap	Phantom of Opera
Phantom of Opera	+4 Saint's Robe of Reco...
+6 Triple Vital Staff	+4 Cranial Buckler
+4 Immune Muffler	+4 Fledged Shoes
Clip Under a Cast	Safety Ring

Full Support Priest Skills

This build mostly focuses on all the support skills, having most of the support skills such as Heal, Bless, Increase AGI and Angelus at the maximum. This build is basically a Swiss-Army Knife when it comes to support, having a variety of spells handy whenever the need arises.

This build should have Pneuma against long-ranged attacks, Warp for traveling, Aspersio when an elemental weapon is needed and Resurrection when an ally has fallen. Job50 Acolyte recommended.

Full Support Priest Equipment

The main items of concern are those that would give the avatar more INT, VIT or DEF.

·Headgear: Erudite Circlet or Biretta, Tiara, Crown Phantom Mask and Spiky Band.
·Armor: Slotted Saint's Robe carded with one of the following: Savage, Steel Chonchon or Baby Desert Wolf.
·Accessories: A Clip Under a Cast, Spore Clip and Safety Ring.
·Footwear, Shoes of Witch or Fledged Shoes
·Weaponry: 3x Vital Staff, Bible, Bonewand, and Arcwand.
·Shields: Cranial Buckler, Buckler of Gargantua, Brutal Buckler, Buckler from Hell and Buckler of Dragoon.

Final Notes

Those who wish to follow the road of the holy always keep in mind that patience is a virtue.

ME PRIEST

INT DEX Priest

This build, the high DEX priest, is fairly popular in pRO. And is mostly referred to as the ME (Magnus Exorcismus) Priest.

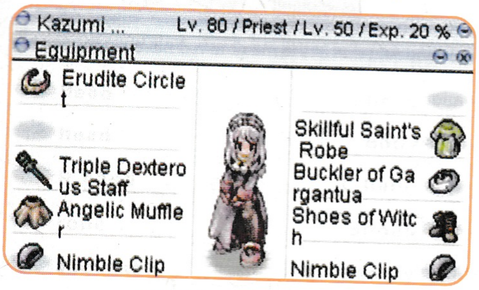
This build is designed to destroy demons and undead with the ME spell while taking refuge in Safety Wall. Gaining experience points is not a problem when undead and demon hunting are done en masse. This build is also well known for hunting down Boss type monsters, since most of the high level bosses, such as Baphomet, Dark Lord and Drake, are either demon or undead.

ME Priest Stats

INT is very important to the ME Priest; this gives high SP and allows ME to do more damage. High DEX is crucial as the casting time of ME is 15 long seconds.

ME Priest Skills

This build requires a lot of planning since a misplaced skill point could lead to disaster. This build will pass through almost all of the priest skills since most of these are pre-requisites to the spell ME. The build will have most of the support skills a Full Support Priest will have but at lower intensities. Safety Wall and Magnus Exorcismus are recommended at the maximum.



Kazumi ... Lv. 80 / Priest / Lv. 50 / Exp. 20 %

Equipment

Erudite Circlet	
	Skillful Saint's Robe
Triple Dexterous Staff	Buckler of Gargantua
Angelic Muffler	Shoes of Witch
Nimble Clip	Nimble Clip

ME Priest Equipment

DEX and INT increasing items are recommended.

·Headgear: Erudite Circlet (Elder Willow Card), Peerless Circlet (Marduk) , or a Gemstone Circlet (Mistress Card, very rare) for headgear.

·Shield: a variety of slotted Bucklers with various cards (e.g. Khalitzburg Card, Thara Frog Card, etc.)

·Garment: an Angelic Muffler (Orc Zombie Card)

·Footgear: Shoes of Witch

·Accessories: Nimble Clips or Gloves

·Armor: Skillful Saint's Robe (Rocker Card)

Final Notes

The ultimate Ghost Buster, Demon and Undead beware the ME priest is going to get you.

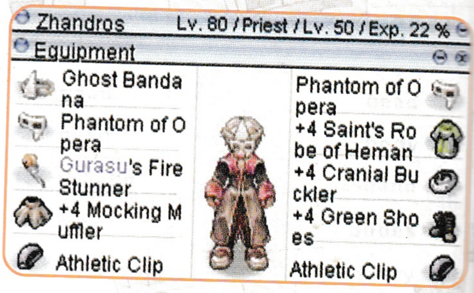
BATTLE PRIEST

INT VIT Priest

The time of Priests being toothless and defenseless is over! Brothers take up arms for the War of Emperium is upon us! This is a build that is currently becoming more and more popular in Midgard. It deviates from the standard acolyte build where INT is basically the prime statistic that is concentrated upon.

Battle Priest Stats

This build concentrates more on dealing damage and being able to fight in close combat. AGI is used to increase attack speed and Flee rate, thus giving the priest close combat capabilities. This build's stats are similar to most melee fighters, with high STR and DEX.



Zhandros Lv. 80 / Priest / Lv. 50 / Exp. 22 %

Equipment

Ghost Bandana	Phantom of Opera
Phantom of Opera	+4 Saint's Robe of Heman
Gurasu's Fire Stunner	+4 Cranial Buckler
+4 Mocking Muffler	+4 Green Shoes
Athletic Clip	Athletic Clip

Battle Priest Skills

What makes this build differ from the normal melee fighters is that a Battle Priest is self-sufficient in more ways than one. A Battle Priest can heal the damage received during combat. He can erect a barrier around himself, courtesy of the skill Kyrie Eleison, and have this barrier absorb damage on the off-chance that he is hit. This build can increase most stats by 10 points using Bless and Increase AGI and increase LUK by 30 with the use of Gloria. He can increase his DEF rating by using Angelus. These are all skills that a priest normally uses on others, but in this case is mostly used upon him/herself.

Battle Priest Equipment

Most of the Battle Priest's equipment is standard for a melee fighter, comprising of equipment that increases DEF, STR, and AGI.

·Weaponry: 3x Bloody Chain, 3x Critical Chain, 3x Stun Chain, 2x Hurricane Morningstar and Stunner.

·Shields: Cranial Buckler, Buckler of Gargantua, Brutal Buckler, Buckler from Hell and Buckler of Dragoon.

·Footgear: Fledged, Green of Shoes of Hermes.

·Armor: A Saint's Robe carded with the following: Savage, Steel Chonchon or Thief Bug.

·Headgear: Phantom Mask, Adurate Biretta, or Spiky Band for the head. Mocking or Immune Muffler for garments.

·Accessories: Athletic Clips or Clips of Muscle comprise the accessory slots.

Final Notes

The beauty of the battle priest build is complete autonomy and almost zero down time. This build is a non stop monster killing machine.

PRIEST STAT BONUS

JOB LVL	STR	INT	VIT	DEX	AGI	LUK
1	0	0	0	0	0	0
2	0	0	0	0	0	1
3	0	0	0	0	0	2
4	1	0	0	0	0	2
5	1	0	0	0	0	2
6	1	0	0	0	1	2
7	1	0	1	0	1	2
8	1	1	1	0	1	2
9	1	2	1	0	1	2
10	1	2	1	0	1	3
11	2	2	1	0	1	3
12	2	2	1	0	1	3
13	2	2	1	0	1	3
14	2	2	2	0	1	3
15	2	2	2	0	1	3
16	2	2	2	1	1	3
17	3	2	2	1	1	3
18	3	2	2	1	1	3
19	3	2	2	1	1	3
20	3	2	2	2	1	3
21	3	2	2	2	1	4
22	3	3	2	2	1	4
23	3	3	2	2	1	4
24	3	3	2	2	1	4
25	3	3	2	3	1	4
26	3	3	2	3	1	4
27	4	3	2	3	1	4
28	4	3	2	3	1	4
29	4	3	2	3	2	4
30	4	3	2	3	2	4
31	4	3	2	3	2	5
32	4	3	2	4	2	5
33	4	3	2	4	2	5
34	4	3	3	4	2	5
35	5	3	3	4	2	5
36	5	3	4	4	2	5
37	5	3	4	4	3	5
38	5	3	4	4	3	5
39	5	3	4	4	3	6
40	5	3	4	4	3	6
41	5	3	4	4	3	6
42	5	4	4	4	3	6
43	5	5	4	4	3	6
44	5	5	4	4	3	6
45	5	5	5	4	3	6
46	5	5	5	4	3	6
47	5	5	5	4	3	6
48	5	5	5	4	4	6
49	5	5	5	4	4	6
50	5	5	5	4	4	7

Final Notes

The beauty of the battle priest build is complete autonomy and almost zero down time. This build is a non stop monster killing machine.

ARCHER

Archers patrol the wilderness between the towns and cities of Midgard. Though many have a huge individualistic streak in them, a well-placed shot from an Archer could spell the difference for an adventuring party surviving a dangerous encounter and complete disaster. Archers are reliant on their skill with ranged weaponry such as bows and crossbows to deliver monster-stopping power at great distances. They are experts at using long ranged weapons to end battles before they even begin.

Cliff sniping is the ultimate strategy for all Archers

The archer is different from other jobs in that DEX determines the maximum damage for Bow class weapons instead of STR. An archer focused on DEX will not only do incredible damage, but will almost never miss.

BECOMING AN ARCHER

Becoming an Archer is a tedious undertaking. The collecting of trunks is a necessity for all Archer for the creation of your bow and arrows.

WHAT TO DO	REQUIREMENT
Collect different trunks and give it to the Payon Archer Guildsman (payon_in02 64 71) in the Northeast corner of the Archer Village	Trunks must total 25 points in value according to this valuation: Barren Trunk - 1pt. Solid Trunk - 3pts. Fine Grained Trunk - 5pts

ARC

[Supportive] Improve Concentrat

Temporarily boosts an Archer's AGI and DEX stats for a short dura

Also allows an Archer to detect hidden enemies within a close pro

Requirement: Vulture's Eye Level 1

Lv. 1	SP - 25 AGI/DEX up 3% Duration 40 Secs
Lv. 2	SP - 30 AGI/DEX up 4% Duration 50 Secs
Lv. 3	SP - 35 AGI/DEX up 5% Duration 60 Secs
Lv. 4	SP - 40 AGI/DEX up 6% Duration 70 Secs
Lv. 5	SP - 45 AGI/DEX up 7% Duration 80 Secs
Lv. 6	SP - 50 AGI/DEX up 8% Duration 90 Secs
Lv. 7	SP - 55 AGI/DEX up 9% Duration 100 Secs
Lv. 8	SP - 60 AGI/DEX up 10% Duration 110 Secs
Lv. 9	SP - 65 AGI/DEX up 11% Duration 120 Secs
Lv. 10	SP - 70 AGI/DEX up 12% Duration 130 Secs

Improve Concentration counts the follow
for the percentage bonus: Character's B
Dex, Armor/Accessory Dex bonus, Owl's
Dex bonus. It does not include the bonu
from the following: Dex bonus from Ca
Dex bonus from Job, Dex bonus fr
Blessing.

[Offensive] Charge Arrow

A long range physical attack that thrusts an enemy 6 cells back. Co
15 SP 1.5 Second Casting Time.

[illegible]

[Supportive] Arrow Crafting

Creates arrows out of specific items. Costs 10 SP

ARCHER SKILLS

[Supportive] Improve Concentration

Temporarily boosts an Archer's AGI and DEX stats for a short duration. It also allows an Archer to detect hidden enemies within a close proximity.

Requirement: Vulture's Eye Level 1

Lv. 1	SP - 25 AGI/DEX up 3% Duration 40 Secs
Lv. 2	SP - 30 AGI/DEX up 4% Duration 50 Secs
Lv. 3	SP - 35 AGI/DEX up 5% Duration 60 Secs
Lv. 4	SP - 40 AGI/DEX up 6% Duration 70 Secs
Lv. 5	SP - 45 AGI/DEX up 7% Duration 80 Secs
Lv. 6	SP - 50 AGI/DEX up 8% Duration 90 Secs
Lv. 7	SP - 55 AGI/DEX up 9% Duration 100 Secs
Lv. 8	SP - 60 AGI/DEX up 10% Duration 110 Secs
Lv. 9	SP - 65 AGI/DEX up 11% Duration 120 Secs
Lv. 10	SP - 70 AGI/DEX up 12% Duration 130 Secs

Improve Concentration counts the following for the percentage bonus: Character's Base Dex, Armor/Accessory Dex bonus, Owl's Eye Dex bonus. It does not include the bonuses from the following: Dex bonus from Cards, Dex bonus from Job, Dex bonus from Blessing.

[Offensive] Charge Arrow

A long range pysical attack that thrusts an enemy 6 cells back. Costs 15 SP. 1.5 Second Casting Time.

150% ATK

[Supportive] Arrow Crafting

Creates arrows out of specific items. Costs 10 SP

[Passive] Owl's Eye

Raise Dex with this skill.

Lv. 1	DEX +1
Lv. 2	DEX +2
Lv. 3	DEX +3
Lv. 4	DEX +4
Lv. 5	DEX +5
Lv. 6	DEX +6
Lv. 7	DEX +7
Lv. 8	DEX +8
Lv. 9	DEX +9
Lv. 10	DEX +10

[Passive] Vulture's Eye

Vulture's Eye increases a Bow's effective attack range and also boosts your accuracy rate.

Requirement: Owl's Eye Level 3

Lv. 1	Range and HIT + 1
Lv. 2	Range and HIT + 2
Lv. 3	Range and HIT + 3
Lv. 4	Range and HIT + 4
Lv. 5	Range and HIT + 5
Lv. 6	Range and HIT + 6
Lv. 7	Range and HIT + 7
Lv. 8	Range and HIT + 8
Lv. 9	Range and HIT + 9
Lv. 10	Range and HIT + 10

[Offensive] Double Strafe

Being the masters of the bow and arrow, Archers are capable of firing off two shots in quick succession. Costs 12 SP to use.

Lv. 1	200% Damage
Lv. 2	220% Damage
Lv. 3	240% Damage
Lv. 4	260% Damage
Lv. 5	280% Damage
Lv. 6	300% Damage
Lv. 7	320% Damage
Lv. 8	340% Damage
Lv. 9	360% Damage
Lv. 10	380% Damage

Does not use up arrows at all.

[Offensive] Arrow Shower

Harm all opponents within a 5 x 5 area using Arrow Shower. Costs 15 SP

Requirement: Double Strafe Level 5

Lv. 1	80% Damage
Lv. 2	85% Damage
Lv. 3	90% Damage
Lv. 4	95% Damage
Lv. 5	100% Damage
Lv. 6	105% Damage
Lv. 7	110% Damage
Lv. 8	115% Damage
Lv. 9	120% Damage
Lv. 10	125% Damage

Does not use up arrows at all.

ARCHER STAT BONUS

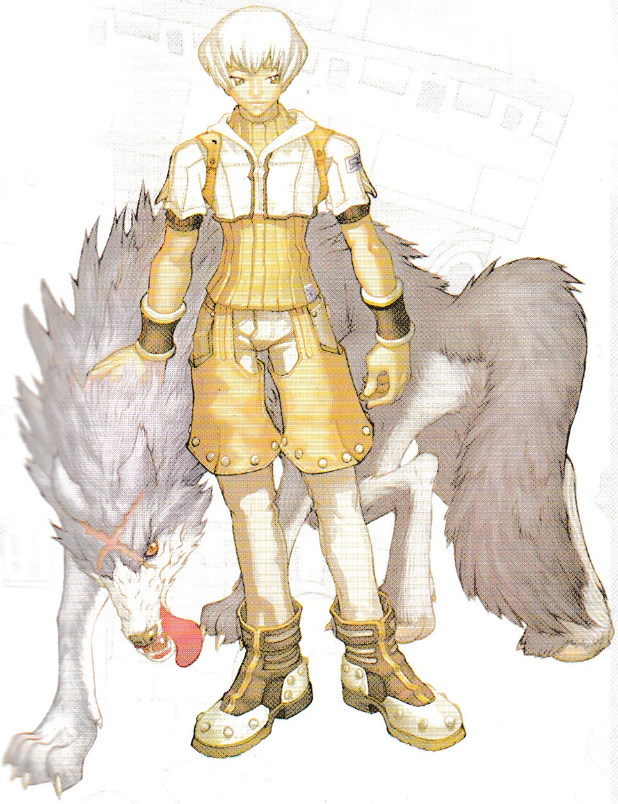
JOB LVL	STR	INT	VIT	DEX	AGI	LUK
1	0	0	0	0	0	0
2	0	0	0	1	0	0
3	0	0	0	1	0	0
4	0	0	0	1	0	0
5	0	0	0	1	0	0
6	1	0	0	1	0	0
7	1	0	0	1	0	0
8	1	0	0	1	0	0
9	1	0	0	1	0	0
10	1	1	0	1	0	0
11	1	1	0	1	0	0
12	1	1	0	1	0	0
13	1	1	0	1	0	0
14	1	1	0	2	0	0
15	1	1	0	2	0	0
16	1	1	0	2	0	0
17	1	1	0	2	0	0
18	1	1	0	3	0	0
19	1	1	0	3	0	0
20	1	1	0	3	0	0
21	1	1	0	3	0	0
22	1	1	0	3	0	1
23	1	1	0	3	0	1
24	1	1	0	3	0	1
25	1	1	0	3	0	1
26	1	1	0	3	1	1
27	1	1	0	3	1	1
28	1	1	0	3	1	1
29	1	1	0	3	1	1
30	1	1	0	4	1	1
31	1	1	0	4	1	1
32	1	1	0	4	1	1
33	1	1	0	4	2	1
34	1	1	0	4	2	1
35	1	1	0	4	2	1
36	1	1	0	5	2	1
37	1	1	0	5	2	1
38	2	1	0	5	2	1
39	2	1	0	5	2	1
40	3	1	0	5	2	1
41	3	1	0	5	2	1
42	3	1	0	6	2	1
43	3	1	0	6	2	1
44	3	1	0	6	2	2
45	3	1	0	6	2	2
46	3	1	1	6	2	2
47	3	2	1	6	2	2
48	3	2	1	6	2	2
49	3	2	1	6	3	2
50	3	2	1	7	3	2

HUNTER

BECOMIN

[illegible]	WHAT TO DO
[illegible]	Talk to Hunter Shelin Talk to Hunter Shelin
[illegible]	Talk to Demon Hunter Talk to Demon Hunter
[illegible]	Talk to Guild Master

HUNTER



The Hunter Job class represents the next progression in the path of the Archer Job Class. The bulk of the Skills of the hunter are centered on the creation and deployment of traps, giving the hunter an added edge in versatility in dealing with different situations. Also a major part of the hunter class is the ability to use a falcon which serves to increase the damage-dealing abilities of this class.

BECOMING A HUNTER

LOCATION	WHAT TO DO	REQUIREMENT
in_hunter 99 99	Talk to Hunter Shelin Talk to Hunter Shelin	There is a Job Interview right after registration. How you should behave in the game.(About etiquette in game)
in_hunter 55 99	Talk to Demon Hunter Talk to Demon Hunter	Asking you to bring certain items. The guild master is on business trip to a place between Payon or Archer Village, and You can take the Job Change test when you find him. *Before the test, he will give you instructions and 200 Silver Arrows.*
payon_in0 1 25 100	Talk to Guild Master	Escape from test room. Guild Master will warp you to there.

HUNTER SKILLS

[Hidden Trap] Skid Trap

Skid Trap is mostly a fun trap, but it can help to disrupt team formations during a fight, especially if an opposing party closes in during PvP. Anyone who steps on a Skid Trap will be flung away in a random direction. Costs 10 SP

Lv. 1	Slipping Range 1, 300 Seconds
Lv. 2	Slipping Range 2, 240 Seconds
Lv. 3	Slipping Range 3, 180 Seconds
Lv. 4	Slipping Range 4, 120 Seconds
Lv. 5	Slipping Range 5, 60 Seconds

[Hidden Trap] Ankle Snare

The Ankle Snare is the most basic of traps, preventing anyone caught in it from moving for a period of time. Costs 10 SP. MVP monters are trapped for 1/5 the time only.

Requirement: Skid Trap Level 1

Lv. 1	5 Seconds Trap Time
Lv. 2	10 Seconds Trap Time
Lv. 3	15 Seconds Trap Time
Lv. 4	20 Seconds Trap Time
Lv. 5	25 Seconds Trap Time

Time snared is dependent on skill level and enemy's agility

[Hidden Trap] Land Mine

This deadly trap explodes if approached by a monster or player. It deals Earth Property damage within a small area. Costs 15 SP

Lv. 1	50% Damage
Lv. 2	75% Damage
Lv. 3	100% Damage
Lv. 4	125% Damage
Lv. 5	150% Damage

[Hidden Trap] Flasher

It's hard for an opponent to chase you down if they can't see you, so the Hunter's Flasher trap can give you that advantage. Any monster that walks over this trap is blinded and its vision is reduced to 1 tile. Costs 12 SP

Requirement: Skid Trap Level 1

Lv. 1	150 Seconds
Lv. 2	120 Seconds
Lv. 3	90 Seconds
Lv. 4	60 Seconds
Lv. 5	30 Seconds

Skill currently does not work in PVP. Chances of blinding the opponent increase as Skill level goes higher.

[Hidden Trap] Sandman

Put enemies into a deep sleep. Costs 12 SP

Requirement: Flasher Level 1

Lv. 1	150 Seconds
Lv. 2	120 Seconds
Lv. 3	90 Seconds
Lv. 4	60 Seconds
Lv. 5	30 Seconds

Enemies put to sleep can be woken with a successful hit. Increased chances of putting the opponent to sleep as level goes higher

[Hidden Trap] Shockwave Trap

When battling others in PvP, many players will rely on their high damage skills to defeat their enemies. The Shockwave trap will cripple them in this manner by draining away their precious SP. Costs 45 SP

Requirement: Ankle Snare Level 1

Lv. 1	Drains 20% SP
Lv. 2	Drains 35% SP
Lv. 3	Drains 50% SP
Lv. 4	Drains 65% SP
Lv. 5	Drains 80% SP

[Supportive] Remove Trap

This skill allows a Hunter to disarm a trap so that he can reuse it later on. Costs 5 SP

Requirement: Land Mine Level 1

It is considered bad form to remove traps that don't belong to you

[Hidden Trap] Freezing Tra

This trap deals out Water Element damage and
a high chance to freeze anyone who comes n
Costs 10 SP

Requirement: Flasher Level 1

Lv. 1	150 Seconds
Lv. 2	120 Seconds
Lv. 3	90 Seconds
Lv. 4	60 Seconds
Lv. 5	30 Seconds

**Undead cannot be frozen. Increas
chances of freezing the opponent as le
goes higher.**

[Passive] Beast Bane

Hunters are experts when it comes to battling Br
type and Insect-type monsters. Beast Bane enhan
their damage against these creature types with
weapon they can wield.

Lv. 1	+ 4 Attack
Lv. 2	+ 8 Attack
Lv. 3	+ 12 Attack
Lv. 4	+ 16 Attack
Lv. 5	+ 20 Attack
Lv. 6	+ 24 Attack
Lv. 7	+ 28 Attack
Lv. 8	+ 32 Attack
Lv. 9	+ 36 Attack
Lv. 10	+ 40 Attack

**Emperiums are considered Insects. Beas
Bane enhances the damage dealt t
Emperiums as well.**

[Supportive] Detect

The Hunter's Falcon not only attacks, but it can us
keen senses to detect hidden monsters and players. C
8 SP

**Requirement: Falcon Mastery Level 1 and
Improve Concentration Level 1**

Lv. 1	3 Tile Range
Lv. 2	5 Tile Range
Lv. 3	7 Tile Range
Lv. 4	9 Tile Range

[Hidden Trap] Freezing Trap

This trap deals out Water Element damage and it has a high chance to freeze anyone who comes near it. Costs 10 SP

Requirement: Flasher Level 1

Lv. 1	150 Seconds
Lv. 2	120 Seconds
Lv. 3	90 Seconds
Lv. 4	60 Seconds
Lv. 5	30 Seconds

Undead cannot be frozen. Increased chances of freezing the opponent as level goes higher.

[Passive] Beast Bane

Hunters are experts when it comes to battling Brute-type and Insect-type monsters. Beast Bane enhances their damage against these creature types with any weapon they can wield.

Lv. 1	+ 4 Attack
Lv. 2	+ 8 Attack
Lv. 3	+ 12 Attack
Lv. 4	+ 16 Attack
Lv. 5	+ 20 Attack
Lv. 6	+ 24 Attack
Lv. 7	+ 28 Attack
Lv. 8	+ 32 Attack
Lv. 9	+ 36 Attack
Lv. 10	+ 40 Attack

Emperiums are considered Insects. Beast Bane enhances the damage dealt to Emperiums as well.

[Supportive] Detect

The Hunter's Falcon not only attacks, but it can use its keen senses to detect hidden monsters and players. Costs 8 SP

Requirement: Falcon Mastery Level 1 and Improve Concentration Level 1

Lv. 1	3 Tile Range
Lv. 2	5 Tile Range
Lv. 3	7 Tile Range
Lv. 4	9 Tile Range

[Visible Trap] Blast Mine

The Blast Mine is a timed trap that will explode after a set time. It deals Wind Element damage. Costs 15 SP

Requirement: Sandman Level 1, Freezing Trap Level 1 and Land Mine Level 1

Lv. 1	140% Attack	3% Chance
Lv. 2	180% Attack	7% Chance
Lv. 3	220% Attack	10% Chance
Lv. 4	260% Attack	12% Chance
Lv. 5	300% Attack	13% Chance

[Visible Trap] Claymore Trap

The mighty Claymore trap is a good weapon against large mobs of monsters. When stepped on, it explodes over a wide area, dealing out Fire Element damage. Costs15 SP

Requirement: Blastmine Level 1 and Shockwave trap Level 1

Lv. 1	140% Attack	3% Chance
Lv. 2	180% Attack	7% Chance
Lv. 3	220% Attack	10% Chance
Lv. 4	260% Attack	12% Chance
Lv. 5	300% Attack	13% Chance

[Passive] Steel Crow

This skill will increase the damage dealt by the Falcon when used with Blitz Beat or Auto Blitz.

Requirement: Blitzbeat Level 5

Lv. 1	+ 3 Attack
Lv. 2	+ 6 Attack
Lv. 3	+ 9 Attack
Lv. 4	+ 12 Attack
Lv. 5	+ 15 Attack
Lv. 6	+ 18 Attack
Lv. 7	+ 21 Attack
Lv. 8	+ 24 Attack
Lv. 9	+ 27 Attack
Lv. 10	+ 30 Attack

For invisible traps, players who see the traps being set will see them as normal traps until they leave the screen, at which point traps will become invisible. Only the casters of invisible traps can see their traps. If traps are detected, all other players on screen during trap detection will see the trap. In PVP zone, everybody can step on traps. Even the casters can step on their own traps.

[Supportive] Spring Trap

Hunters can train their Falcons to disarm traps from a distance. Costs 10 SP

Requirement: Remove Trap Level 1 and Falcon Mastery Level 1

Lv. 1	4 Tile Range
Lv. 2	5 Tile Range
Lv. 3	6 Tile Range
Lv. 4	7 Tile Range
Lv. 5	8 Tile Range

[Passive] Talkie Box

Talkie Box creates a trap that plays back a recorded message when stepped on by any character. Costs 1 SP

Requirement: Shockwave Trap Level 1 and Remove Trap Level 1

[Passive] Falconry Mastery

This skill allows the Hunter to acquire a trained Falcon as his ally and companion

Requirement: Beast Bane Level 1

The falcon can be hired from the Hunter's Guild

[Active] Blitz Beat

This skill lets the Hunter command his Falcon to attack his enemies. This attack ignores the Def of the targets and has a moderate area of attack. This skill will also enable Auto-Blitz wherein the falcon has a chance to attack on its own whenever the Hunter makes a regular attack.

Requirement: Falcon Mastery Level 1 and a Falcon

Lv. 1	1 Falcon Hit	10 SP
Lv. 2	2 Falcon Hit	13 SP
Lv. 3	3 Falcon Hit	16 SP
Lv. 4	4 Falcon Hit	19 SP
Lv. 5	5 Falcon Hit	22 SP

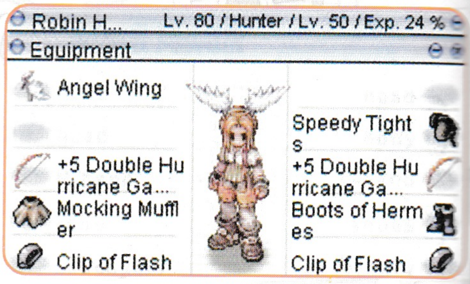
Hunters like to gather opponents into tightly packed mobs before using this skill. Auto-blitz damage is divided equally over multiple targets. The chance for Auto-blitz is based on the Hunter's Luk. Usually Blitz Beat is activated by the Chance of (LUK/1000) without a Command or regardless of its Skill Lv. In any case, Auto Blitz doesn't spend SP also its number of hits are affected by Character's Job Level.

AGI DEX HUNTER

This is the most common Hunter build in pRO. This build has the fastest attack speed of all the builds due to the fact that AGI and DEX determines attack speed. This build can also do massive amounts of damage especially with Double Strafe.

AGI / DEX Hunter Stats

This build focuses on AGI and DEX. AGI to increase flee rate and attack speed first, then DEX to increase damage. This build is very simple yet very powerful.



Robin H... Lv. 80 / Hunter / Lv. 50 / Exp. 24 %

Equipment

Angel Wing	
	Speedy Tights
+5 Double Hurricane Ga...	+5 Double Hurricane Ga...
Mocking Muffler	Boots of Hermes
Clip of Flash	Clip of Flash

AGI / DEX Hunter Skills

An Archer can proceed to Hunter at Job level 41 or above without any problems, bypassing only the Arrow Shower skill. The most important skill to a hunter is Ankle Snare, which is unlocked by getting Skid Trap level 1. Next should be Blitz Beat, unlocked with Beast Bane level 1 and Falcon Mastery level 1. Steel Crow should also be maxed to increase Falcon Damage. Everything else is just personal preference.

AGI / DEX Hunter Equipment

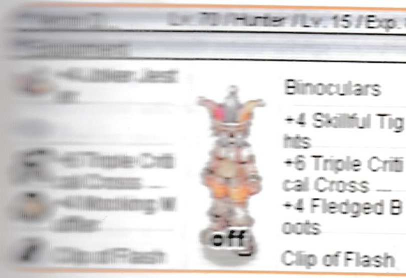
- ·Headgear, either the Apple o' Archer (+3 DEX) or Ghost Bandana (+2 AGI) is recommended. Additionally, hunters can wear Binoculars (+1 DEX) in the mid slot for an added boost.
- ·Weaponry, a variety of slotted crossbows, slotted with a variety of cards, such as Hydra Cards, Skel Worker Cards, Andre Cards, etc.
- ·Armor, Skillful Tights (Rocker Card, +1 DEX) or Speedy Tights (Female Thief Bug Card, +1 AGI) is standard.
- ·Garments, nothing beats the Mocking Muffler (Whisper Card, +20 Flee)
- ·Accessories, Nimble Clips or Gloves are needed to increase DEX, or Athletic Clips or Brooches to boost AGI.
- ·Footwear, Boots of Hermes (Male Thief Bug Card +2 AGI) is preferred.

Final Notes

The AGI/DEX Hunter is one of the most powerful builds in Midgard. Its power stems from its dynamic nature, it is the only build that is great for any situation, adventuring in parties or alone, PVP and Boss hunting.

AGI LUK HUNTER

[illegible]



AGI / LUK Hunter Stats

[illegible]

AGI / LUK Hunter Skills

[illegible]

Equipment

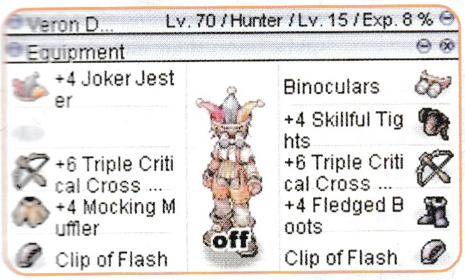
[illegible]

Final Notes

[illegible]

AGI LUK HUNTER

This build focuses on the Auto Blitz strategy. Unlike other jobs, every time a hunter fires his bow, there is a chance that his falcon can attack, similar to critical hit chances, but more powerful in that it is a multi-hit attack. Auto Blitzing is determined by LUK. The AGI/LUK Hunter also has a very high attack speed and flee rate, enabling this build to shoot more and dodge opponents' attacks, as well.



Veron D... Lv. 70 / Hunter / Lv. 15 / Exp. 8 %

Equipment

+4 Joker Jester

+6 Triple Critical Cross ...

+4 Mocking Muffler

Clip of Flash

Binoculars

+4 Skillful Tights

+6 Triple Critical Cross ...

+4 Fledged Boots

Clip of Flash

AGI / LUK Hunter Stats

This build focuses on AGI first; to increase attack speed and dodge. Then when the AGI is high enough to dodge most attacks, focus is transferred to LUK. This build will need a small amount of DEX to be able to hit monsters at low levels, this build also needs a good amount of INT, since falcon auto blitz damage is determined by INT.

AGI / LUK Hunter Skills

An Archer can proceed to Hunter at Job level 41 without any problems, bypassing only Arrow Shower among the skills. As a hunter, Blitz Beat should be the top priority, unlocked with Beast Bane level 1 and Falcon Mastery level 1. Steel Crow should also be maxed to increase Falcon damage. Next should be Ankle Snare, which is unlocked by getting Skid Trap level 1.

Equipment

- Headgear, a Bunny Band (+2 LUK) or an Angel Wing (+1 LUK +1 AGI) is most recommended. Additionally, hunters can wear Binoculars (+1 DEX) in the mid slot for an added boost.
- Weaponry, bows slotted with either Mummy Cards, (+20% Accuracy Rate) or Andre Cards. (+10 ATK)
- Armor, Speedy Tights (Female Thief Bug Card, +1 AGI), or Lucky Tights (Poring Card, +1 LUK), perhaps.
- Garment, a Mocking Muffler (Whisper Card, +20 Flee) can't be beat.
- Footwear, Boots of Hermes (+2 AGI) or Crystal Pumps (+5 LUK) rounds out our wardrobe choices.
- For accessories, Clips of Flash (Perfect Dodge +5, AGI +1) or Clips of Counter (Critical +5%, STR +1).

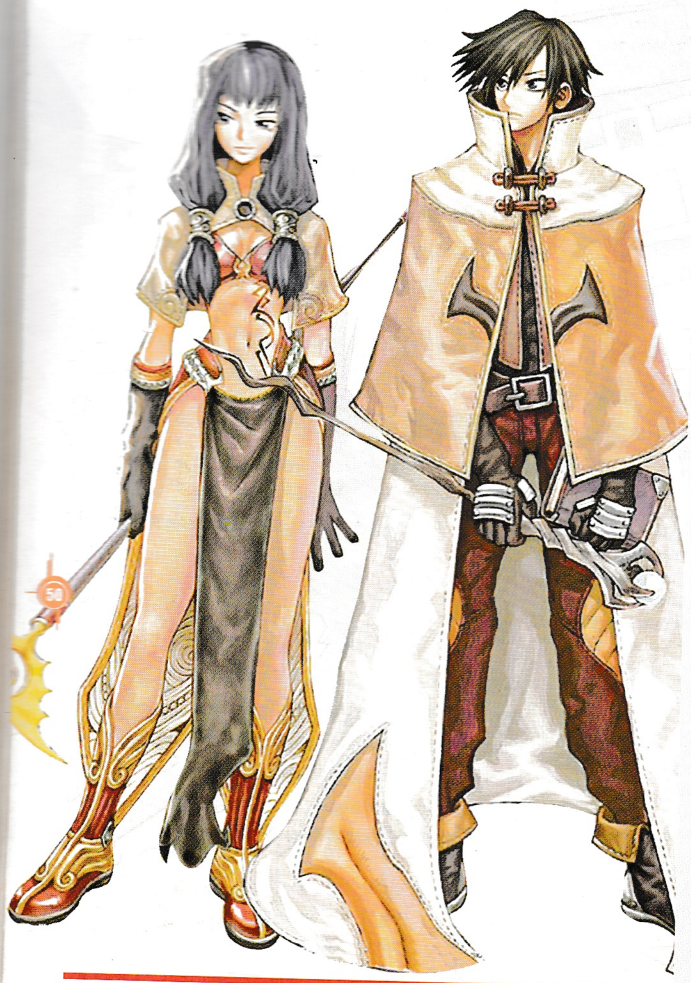
Final Notes

There is nothing more awe inspiring than an archer standing fast in front of a gargantuan monster while nonchalantly auto blitzing. Actually there is nothing more irritatingly powerful than a ranged master who doesn't retreat anytime a big bad monster comes along.

HUNTER STAT BONUS

JOB LVL	STR	INT	VIT	DEX	AGI	LUK
1	0	0	0	1	0	0
2	0	0	0	1	0	0
3	0	1	0	1	0	0
4	0	1	0	2	0	0
5	0	1	0	2	0	1
6	1	1	0	2	0	1
7	1	1	0	2	0	1
8	1	1	0	3	0	1
9	1	1	0	3	0	1
10	2	1	0	3	0	1
11	3	1	0	3	0	1
12	3	1	0	3	1	1
13	3	1	0	3	1	1
14	3	1	0	4	1	1
15	3	1	0	4	1	2
16	3	1	0	4	1	2
17	3	1	1	4	1	2
18	3	1	1	4	1	2
19	3	1	1	4	2	2
20	3	1	1	4	3	2
21	3	1	1	5	3	2
22	3	1	1	5	3	2
23	3	1	2	5	3	2
24	3	1	2	5	3	2
25	3	1	2	5	3	2
26	3	1	2	5	3	2
27	3	1	2	6	3	2
28	3	1	2	6	3	2
29	3	1	2	6	3	3
30	3	1	2	6	3	3
31	3	1	2	6	4	3
32	3	1	2	6	4	3
33	3	1	2	7	4	3
34	3	2	2	7	4	3
35	3	2	2	7	4	3
36	3	2	2	7	4	3
37	3	2	2	7	4	3
38	3	2	2	8	4	3
39	3	2	2	8	5	3
40	3	2	2	8	5	3
41	3	3	2	8	5	3
42	3	3	2	8	5	4
43	3	3	2	9	5	4
44	4	3	2	9	5	4
45	4	3	2	9	5	4
46	4	4	2	9	5	4
47	4	4	2	9	6	4
48	4	4	2	9	6	4
49	4	4	2	10	6	4
50	4	4	2	10	6	4

MAGE



An arcane magic-wielder with the ability to cast a variety of devastating elemental spells upon their enemies, the mages of Rune-Midgard unlock the secrets of arcane lore in their never-ending quest to master the mystic arts.

Specializing in a variety of offensive spells, the mage can unleash a deadly arsenal of magical attacks upon unwary opponents. Mages cannot use heavy armor that would compromise their ability to concentrate however, making them extremely vulnerable when attacked up close.

In starting out, stat points can be distributed to six different attributes. INT and DEX are the two most important attributes of a MAGE/WIZARD. INT determines MATK - Magic Attack - and SP as well. DEX determines the cast rate.

BECOMING A MAGE

WHAT TO DO	REQUIREMENT	LOCATION
Talk to the Mage Guildsman (geffen_in 164 124) in Geffen's Magic Academy (Northwest of the city) and get an empty test tube and a mixture number. Look up the formula in the bookshelf to complete the quest. Mix everything in the Mixing machine and give the result to the Mage Guildsman. If you are correct you become a mage.	Solutions: Solution #1: 2 Jellopy, 3 Fluff, 1 Milk, Payon Solution powder no: 8472. Solution #2: 3 Jellopy 1 Fluff 1 Milk, powder no: 3735 Solution #3: 6 Jellopy, 1 Fluff, Payon Solution, powder no:2750 Solution #4: 2 Jellopy 3 Fluff, Morocc Solution, powder no:5429	Payon solution: pay_arche 122 100, Morocc solution: moc_ruins 91 150

MAG

[illegible] Increase SP Recovery

[illegible] same as Priest SP recovery

[illegible]	+ 3 SP
[illegible]	+ 6 SP
[illegible]	+ 9 SP
[illegible]	+ 12 SP
[illegible]	+ 15 SP
[illegible]	+ 18 SP
[illegible]	+ 21 SP
[illegible]	+ 24 SP
[illegible]	+ 27 SP
[illegible]	+ 30 SP

[illegible] Napalm Beat

[illegible] is a spell which uses psychic force to attack [illegible]. The damage from this attack also splashes [illegible] who are close to the spell's target.

[illegible]	MATK 80%
[illegible]	MATK 90%
[illegible]	MATK 100%
[illegible]	MATK 110%
[illegible]	MATK 120%
[illegible]	MATK 130%
[illegible]	MATK 140%
[illegible]	MATK 150%
[illegible]	MATK 160%
[illegible]	MATK 170%

[illegible] Cold Bolt

[illegible] bolts of ice magic. Cast time and overall damage increases per level.

[illegible]	12 SP cost
[illegible]	14 SP cost
[illegible]	16 SP cost
[illegible]	18 SP cost
[illegible]	20 SP cost
[illegible]	22 SP cost
[illegible]	24 SP cost
[illegible]	26 SP cost
[illegible]	28 SP cost
[illegible]	30 SP cost

MAGE SKILLS

[Passive] Increase SP Recovery

Hastens SP regen same as Priest SP recovery

Lv. 1	+ 3 SP
Lv. 2	+ 6 SP
Lv. 3	+ 9 SP
Lv. 4	+ 12 SP
Lv. 5	+ 15 SP
Lv. 6	+ 18 SP
Lv. 7	+ 21 SP
Lv. 8	+ 24 SP
Lv. 9	+ 27 SP
Lv. 10	+ 30 SP

[Offensive] Napalm Beat

Napalm Beat is a spell which uses psychic force to attack the enemy. The damage from this attack also splashes to opponents who are close to the spell's target.

Lv. 1	MATK 80%
Lv. 2	MATK 90%
Lv. 3	MATK 100%
Lv. 4	MATK 110%
Lv. 5	MATK 120%
Lv. 6	MATK 130%
Lv. 7	MATK 140%
Lv. 8	MATK 150%
Lv. 9	MATK 160%
Lv. 10	MATK 170%

[Offensive] Cold Bolt

Dishes out bolts of ice magic. Cast time and overall damage increases per level.

Lv. 1	12 SP cost
Lv. 2	14 SP cost
Lv. 3	16 SP cost
Lv. 4	18 SP cost
Lv. 5	20 SP cost
Lv. 6	22 SP cost
Lv. 7	24 SP cost
Lv. 8	26 SP cost
Lv. 9	28 SP cost
Lv. 10	30 SP cost

[Offensive] Lightening Bolt

Dishes out bolts of lightning magic. Cast time and overall damage increases per level.

Lv. 1	12 SP cost
Lv. 2	14 SP cost
Lv. 3	16 SP cost
Lv. 4	18 SP cost
Lv. 5	20 SP cost
Lv. 6	22 SP cost
Lv. 7	24 SP cost
Lv. 8	26 SP cost
Lv. 9	28 SP cost
Lv. 10	30 SP cost

[Offensive] Fire Bolt

Dishes out bolts made of fire magic. Cast time and overall damage increases per level.

Lv. 1	12 SP cost
Lv. 2	14 SP cost
Lv. 3	16 SP cost
Lv. 4	18 SP cost
Lv. 5	20 SP cost
Lv. 6	22 SP cost
Lv. 7	24 SP cost
Lv. 8	26 SP cost
Lv. 9	28 SP cost
Lv. 10	30 SP cost

[Curse] Stone Curse

Turns enemy into stone. Requires 1 Red Gemstone to cast. Chances increase as level goes up.

Lv. 1	25 SP cost
Lv. 2	24 SP cost
Lv. 3	23 SP cost
Lv. 4	22 SP cost
Lv. 5	21 SP cost
Lv. 6	20 SP cost
Lv. 7	19 SP cost
Lv. 8	18 SP cost
Lv. 9	17 SP cost
Lv. 10	16 SP cost

[Offensive] Frost Driver

A magical attack that freezies enemies.

Requirement: Cold Bolt Level 5

Lv. 1	38% Success 110% MATK -25 SP
Lv. 2	41% Success 120% MATK -24 SP
Lv. 3	44% Success 130% MATK -23 SP
Lv. 4	47% Success 140% MATK -22 SP
Lv. 5	50% Success 150% MATK -21 SP
Lv. 6	53% Success 160% MATK -20 SP
Lv. 7	56% Success 170% MATK -19 SP
Lv. 8	59% Success 180% MATK -18 SP
Lv. 9	62% Success 190% MATK -17 SP
Lv. 10	65% Success 200% MATK -16 SP

Success rate can be reduced by enemy's magic defense

[Offensive] Thunder Storm

Creates a lightning storm that damages creatures over an area

Requirement: Lightning Bolt Level 4

Lv. 1	29 SP Cost
Lv. 2	34 SP Cost
Lv. 3	39 SP Cost
Lv. 4	44 SP Cost
Lv. 5	49 SP Cost
Lv. 6	54 SP Cost
Lv. 7	59 SP Cost
Lv. 8	64 SP Cost
Lv. 9	69 SP Cost
Lv. 10	74 SP Cost

The damage is 80% MATK x Spell Level

[Offensive] Fire Ball

Hurls a fireball that deals splash damage to enemies.

Requirement: Fire Bolt Level 4

Lv. 1	100% MATK Damage, -30 SP
Lv. 2	105% MATK Damage, -29 SP
Lv. 3	110% MATK Damage, -28 SP
Lv. 4	115% MATK Damage, -27 SP
Lv. 5	120% MATK Damage, -26 SP
Lv. 6	125% MATK Damage, -25 SP
Lv. 7	130% MATK Damage, -24 SP
Lv. 8	135% MATK Damage, -23 SP
Lv. 9	140% MATK Damage, -22 SP
Lv. 10	145% MATK Damage, -21 SP

[Offensive] Soul Strike

A spiritual magical attack emanating from the caster.

Requirement: Napalm Beat Level 4

Lv. 1	1 Spirit 15 SP 1 Sec Cast Time
Lv. 2	1 Spirit 18 SP 0.5 Sec Cast Time
Lv. 3	2 Spirits 21 SP 1 Sec Cast Time
Lv. 4	2 Spirits 24 SP 0.5 Sec Cast Time
Lv. 5	3 Spirits 27 SP 1 Sec Cast Time
Lv. 6	3 Spirits 30 SP 0.5 Sec Cast Time
Lv. 7	4 Spirits 33 SP 1 Sec Cast Time
Lv. 8	4 Spirits 36 SP 0.5 Sec Cast Time
Lv. 9	5 Spirits 39 SP 1 Sec Cast Time
Lv. 10	5 Spirits 42 SP 0.7 Sec Cast Time

From 9th to 10th level, Soul Strike cast time reduction is only 0.3 seconds. Damage of Soul Strike (9) and Soul Strike (10) is the same.

[Offensive] Fire Wall

Creates a magical wall of fire. Costs 40 SP.

Requirement: Fire Ball Level 5 & Sight

Lv. 1	5 Hits, 5 Seconds
Lv. 2	6 Hits, 6 Seconds
Lv. 3	7 Hits, 7 Seconds
Lv. 4	8 Hits, 8 Seconds
Lv. 5	9 Hits, 9 Seconds
Lv. 6	10 Hits, 10 Seconds
Lv. 7	11 Hits, 11 Seconds
Lv. 8	12 Hits, 12 Seconds
Lv. 9	13 Hits, 13 Seconds
Lv. 10	14 Hits, 14 Seconds

Maximum fire walls that can be cast at all times is 3 and the amount of damage dealt per hit is 50% of M.Atk

Fire Wall Duration = 4 Seconds + Spell Level

[Supportive] Energy Coat

Shields the user with magic power to reduce the damage taken from enemies. Casting Time is 5 Seconds. Costs 30 SP

Energy Coat only shields from physical attacks, damage reduced is based on remaining SP after skill is casted. Requires the caster to have SP even after the spell is cast

[Supportive] Safety Wa

[illegible] that prevents a mage from mele

[illegible]

Requirement: Napalm Beat Level 7 &

[illegible] Level 5

[illegible]	2 Protected Hits, 5 Second Wall
[illegible]	3 Protected Hits, 10 Second Wal
[illegible]	4 Protected Hits, 15 Second Wal
[illegible]	5 Protected Hits, 20 Second Wal
[illegible]	6 Protected Hits, 25 Second Wal
[illegible]	7 Protected Hits, 30 Second Wal
[illegible]	8 Protected Hits, 35 Second Wal
[illegible]	9 Protected Hits, 40 Second Wal
[illegible]	10 Protected Hits, 45 Second Wa
[illegible]	11 Protected Hits, 50 Second Wal

[illegible] and Safety Wall don't stac
[illegible] is cast in an area, you cannot p
[illegible] Wall beside it and vice versa

[Supportive] Sight

[illegible] a Fiery Magical Ball spinning around th

[illegible] which reveals hidden enemies.

[Supportive] Safety Wall

A magical wall that prevents a mage from melee attacks. Costs 30 SP.

Requirement: Napalm Beat Level 7 & Soul Strike Level 5

Lv. 1	2 Protected Hits, 5 Second Wall
Lv. 2	3 Protected Hits, 10 Second Wall
Lv. 3	4 Protected Hits, 15 Second Wall
Lv. 4	5 Protected Hits, 20 Second Wall
Lv. 5	6 Protected Hits, 25 Second Wall
Lv. 6	7 Protected Hits, 30 Second Wall
Lv. 7	8 Protected Hits, 35 Second Wall
Lv. 8	9 Protected Hits, 40 Second Wall
Lv. 9	10 Protected Hits, 45 Second Wall
Lv. 10	11 Protected Hits, 50 Second Wall

Pneuma and Safety Wall don't stack. If Pneuma is cast in an area, you cannot place a Safety Wall beside it and vice versa

[Supportive] Sight

Sight summons a Fiery Magical Ball spinning around the Caster, which reveals hidden enemies.

MAGE STAT BONUS

JOB LVL	STR	INT	VIT	DEX	AGI	LUK
1	0	0	0	0	0	0
2	0	1	0	0	0	0
3	0	1	0	0	0	0
4	0	1	0	0	0	0
5	0	1	0	0	0	0
6	0	1	0	1	0	0
7	0	1	0	1	0	0
8	0	1	0	1	0	0
9	0	1	0	1	0	0
10	0	1	0	2	0	0
11	0	1	0	2	0	0
12	0	1	0	2	0	0
13	0	2	0	2	0	0
14	0	2	0	2	0	0
15	0	2	0	2	0	0
16	0	2	0	2	0	0
17	0	2	0	2	0	0
18	0	2	0	2	1	0
19	0	2	0	2	1	0
20	0	2	0	2	1	0
21	0	3	0	2	1	0
22	0	3	0	2	1	0
23	0	3	0	2	1	0
24	0	3	0	2	1	0
25	0	3	0	2	1	0
26	0	3	0	2	2	0
27	0	3	0	2	2	0
28	0	3	0	2	2	0
29	0	3	0	2	2	0
30	0	3	0	2	2	1
31	0	3	0	2	2	1
32	0	3	0	2	2	1
33	0	4	0	2	2	1
34	0	4	0	2	2	1
35	0	4	0	2	2	1
36	0	4	0	3	2	1
37	0	4	0	3	2	1
38	0	5	0	3	2	1
39	0	5	0	3	2	1
40	0	5	0	3	3	1
41	0	5	0	3	3	1
42	0	5	0	3	3	2
43	0	5	0	3	3	2
44	0	6	0	3	3	2
45	0	6	0	3	3	2
46	0	7	0	3	3	2
47	0	7	0	3	4	2
48	0	7	0	3	4	2
49	0	7	0	3	4	3
50	0	8	0	3	4	3

WIZARD

The Wizard is one of Rune Midgard's finest characters. Able to unleash devastating amounts of power, they are considered to be one of the deadliest jobs a novice can learn. Having the skill to wield arcane powers enables them to do their part in protecting Rune Midgard against Ragnarok.

In starting out, you are given Stat points that you can distribute to three different attributes. INT and DEX are the two most important attributes of a Wizard. INT determines your MATK.

BECOMING A WIZARD

LOCATION	WHAT TO DO	REQUIREMENT
gef_tower 111 37	Talk to Catherine Medici	She will ask you to gather some items If you are Job Level 50 you can skip her quest The items are: 55 Red Gemstones, 55 Blue Gemstones, 55 Yellow Gemstones OR 55 Crystal Blues, 55 Wind of Verdure, 55 Red Blood, 55 Green Live He will give you quiz. You need to get at least 8 correct answers to take next test.
gef_tower 102 24	Talk to Laurel Aethurus	Battle Test, Monsters with Water -> Earth -> Fire property appear in each room.
gef_tower 102 24	Talk to Laurel Aethurus again	Three rooms have Gate Guards (Monsters). You should eliminate them after eliminating regular monsters in the room.

Offensive! Water Ball

A powerful jet of water balls are summoned to
down opponents. You must be standing on wat
this to work.

Requirement: Ice Bolt Level 1 and Lightning Bolt Level 1

Lv.1	0 Tile / 1 Waterball 15 SP
Lv.2	1 Tile / 9 Waterball 20 SP
Lv.3	1 Tile / 9 Waterball 25 SP
Lv.4	2 Tile / 25 Waterball 30 SP
Lv.5	2 Tile / 25 Waterball 35 SP

Caster must be standing on water to be a
cast this spell.

Offensive! Jupitel Thunde

Jupitel Thunder summons a rolling sphere of lightn
that strikes a target multiple times and pushes it b
a short distance.

Requirement: Napalm Beat Level 1 and Lightning Bolt Level 1

Lv.1	3 Hits / 2.5 Second Cast Time 20 SP
Lv.2	4 Hits / 3 Second Cast Time 23 SP
Lv.3	5 Hits / 3.5 Second Cast Time 26 SP
Lv.4	6 Hits / 4 Second Cast Time 29 SP
Lv.5	7 Hits / 4.5 Second Cast Time 32 SP
Lv.6	8 Hits / 5 Second Cast Time 35 SP
Lv.7	9 Hits / 5.5 Second Cast Time 38 SP
Lv.8	10 Hits / 6 Second Cast Time 41 SP
Lv.9	11 Hits / 6.5 Second Cast Time 44 SP
Lv.10	12 Hits / 7 Second Cast Time 47 SP

Offensive! Earth Spike

Earth Spike calls out a stone spike to pierce out from t
ground to damage an enemy.

Requirement: Stone Curse Level 1

Lv.1	1 Hit / 1 Second Cast Time / 12 SP
Lv.2	2 Hit / 2 Second Cast Time / 14 SP
Lv.3	3 Hit / 3 Second Cast Time / 16 SP
Lv.4	4 Hit / 4 Second Cast Time / 18 SP
Lv.5	5 Hit / 5 Second Cast Time / 20 SP

WIZARD SKILLS

[Offensive] Water Ball

A powerful jet of water balls are summoned to hose down opponents. You must be standing on water for this to work.

Requirement: Ice Bolt Level 1 and Lightning Bolt Level 1

Lv. 1	0 Tile / 1 Waterball 15 SP
Lv. 2	1 Tile / 9 Waterball 20 SP
Lv. 3	1 Tile / 9 Waterball 25 SP
Lv. 4	2 Tile / 25 Waterball 30 SP
Lv. 5	2 Tile / 25 Waterball 35 SP

Caster must be standing on water to be able to use this spell.

[Offensive] Jupitel Thunder

Jupitel Thunder summons a rolling sphere of lightning that strikes a target multiple times and pushes it back a short distance.

Requirement: Napalm Beat Level 1 and Lightning Bolt Level 1

Lv. 1	3 Hits / 2.5 Second Cast Time 20 SP
Lv. 2	4 Hits / 3 Second Cast Time 23 SP
Lv. 3	5 Hits / 3.5 Second Cast Time 26 SP
Lv. 4	6 Hits / 4 Second Cast Time 29 SP
Lv. 5	7 Hits / 4.5 Second Cast Time 32 SP
Lv. 6	8 Hits / 5 Second Cast Time 35 SP
Lv. 7	9 Hits / 5.5 Second Cast Time 38 SP
Lv. 8	10 Hits / 6 Second Cast Time 41 SP
Lv. 9	11 Hits / 6.5 Second Cast Time 44 SP
Lv. 10	12 Hits / 7 Second Cast Time 47 SP

[Offensive] Earth Spike

Earth Spike calls out a stone spike to pierce out from the ground to damage an enemy.

Requirement: Stone Curse Level 1

Lv. 1	1 Hit / 1 Second Cast Time / 12 SP
Lv. 2	2 Hit / 2 Second Cast Time / 14 SP
Lv. 3	3 Hit / 3 Second Cast Time / 16 SP
Lv. 4	4 Hit / 4 Second Cast Time / 18 SP
Lv. 5	5 Hit / 5 Second Cast Time / 20 SP

[Supportive] Sense

Shows the caster and the party the game statistics for the targeted monster. Costs 10 SP each time it is used

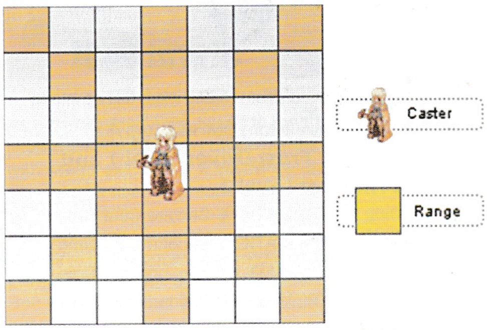
[Offensive] Sightrasher

Sightrasher creates a ring of fireballs that radiate from the caster to reveal hidden creatures and damage opponents.

Requirement: Sight Level 1 and Lightning Bolt Level 1

Lv. 1	MATK 120%	Range 1	Cell SP - 35
Lv. 2	MATK 140%	Range 1	Cell SP - 37
Lv. 3	MATK 160%	Range 2	Cell SP - 39
Lv. 4	MATK 180%	Range 2	Cell SP - 41
Lv. 5	MATK 200%	Range 3	Cell SP - 43
Lv. 6	MATK 220%	Range 3	Cell SP - 45
Lv. 7	MATK 240%	Range 4	Cell SP - 47
Lv. 8	MATK 260%	Range 4	Cell SP - 49
Lv. 9	MATK 280%	Range 5	Cell SP - 51
Lv. 10	MATK 300%	Range 5	Cell SP - 53

User must cast Sight before using Sightrasher



[Offensive] Lord of Vermilion

Summons the fury of the heavens, raining down bolts of lightning and superheated air on the targeted area.

Requirement: Thunder Storm Level 1 and Jupitel Thunder Level 5

Lv. 1	15 Second Cast Time 60 SP
Lv. 2	14.5 Second Cast Time 64 SP
Lv. 3	14 Second Cast Time 68 SP
Lv. 4	13.5 Second Cast Time 72 SP
Lv. 5	13 Second Cast Time 76 SP
Lv. 6	12.5 Second Cast Time 80 SP
Lv. 7	12 Second Cast Time 84 SP
Lv. 8	11.5 Second Cast Time 88 SP
Lv. 9	11 Second Cast Time 92 SP
Lv. 10	10.5 Second Cast Time 96 SP

[Supportive] Ice Wall

Summons a wall of ice to block opponents temporarily. The wall loses 50 hit points every second as it melts away.

Requirement: Frost Driver Level 1 and Stone Curse Level 1

Lv. 1	500 HP / 5 Seconds 20 SP
Lv. 2	600 HP / 10 Seconds 20 SP
Lv. 3	800 HP / 15 Seconds 20 SP
Lv. 4	1000 HP / 20 Seconds 20 SP
Lv. 5	1200 HP / 25 Seconds 20 SP
Lv. 6	1400 HP / 30 Seconds 20 SP
Lv. 7	1600 HP / 35 Seconds 20 SP
Lv. 8	2000 HP / 40 Seconds 20 SP
Lv. 9	2200 HP / 45 Seconds 20 SP
Lv. 10	2400 HP / 50 Seconds 20 SP

[Offensive] Storm Gust

Storm Gust summons chilling winds that rip into an enemy before freezing them solid. Costs 78 SP

Requirement: Frost Driver Level 1 and Jupitel Thunder Level 3

Lv. 1	140% MATK / 6 Second Cast Time
Lv. 2	180% MATK / 7 Second Cast Time
Lv. 3	220% MATK / 8 Second Cast Time
Lv. 4	260% MATK / 9 Second Cast Time
Lv. 5	300% MATK / 10 Second Cast Time
Lv. 6	340% MATK / 11 Second Cast Time
Lv. 7	380% MATK / 12 Second Cast Time
Lv. 8	420% MATK / 13 Second Cast Time
Lv. 9	460% MATK / 14 Second Cast Time
Lv. 10	500% MATK / 15 Second Cast Time

[Offensive] Heaven's Drive

Heaven's Drive causes a very small but very intense earthquake that damages everyone in an a 5 by 5 area. Costs 25sp to cast.

Requirement: Earth Spike Level 3

Lv. 1	1 Hit / 1 Second Cast Time
Lv. 2	2 Hit / 2 Second Cast Time
Lv. 3	3 Hit / 3 Second Cast Time
Lv. 4	4 Hit / 4 Second Cast Time
Lv. 5	5 Hit / 5 Second Cast Time

[Supportive] Frost Nova

Frost Nova superchills the air around a target causing a wave of frost to emanate from it, freezing enemies around it and temporarily giving them the Water element for as long as they are frozen. Doesn't freeze targeted monster, only around the ones around it.

Requirement: Ice Wall Level 1

Lv. 1	5 Second Cast Time / 45 SP
Lv. 2	4.7 Second Cast Time / 43 SP
Lv. 3	4.4 Second Cast Time / 41 SP
Lv. 4	4.1 Second Cast Time / 39 SP
Lv. 5	3.8 Second Cast Time / 37 SP
Lv. 6	3.5 Second Cast Time / 35 SP
Lv. 7	3.2 Second Cast Time / 33 SP
Lv. 8	2.9 Second Cast Time / 31 SP
Lv. 9	2.7 Second Cast Time / 29 SP
Lv. 10	2.5 Second Cast Time / 27 SP

[Offensive] Fire Pillar

Summon a Pillar of Fire to hinder and damage enemies.

Requirement: Fire Wall Level 1 and One Blue Gemstone

Lv. 1	3 Blows 5 Second Duration 30 SP
Lv. 2	4 Blows 7 Second Duration 30 SP
Lv. 3	5 Blows 9 Second Duration 30 SP
Lv. 4	6 Blows 11 Second Duration 30 SP
Lv. 5	7 Blows 13 Second Duration 30 SP
Lv. 6	8 Blows 15 Second Duration 30 SP
Lv. 7	9 Blows 17 Second Duration 30 SP
Lv. 8	10 Blows 19 Second Duration 30 SP
Lv. 9	11 Blows 21 Second Duration 30 SP
Lv. 10	12 Blows 23 Second Duration 30 SP

Can not be cast under the target. In PVP zones, everybody can step on Fire Pillars. Even the Caster can step on his own Fire Pillar

[Offensive] Quagmire

Quagmire causes the ground to turn into a sti [illegible], causing enemies' dex, agi and walk s [illegible]. Costs 25sp. Also dispels skill like a [illegible], Adrenalin rush, etc. Speed pots a [illegible]

Requirement: Heaven's Drive Level 1

Lv. 1	5 Seconds
Lv. 2	10 Seconds
Lv. 3	15 Seconds
Lv. 4	20 Seconds
Lv. 5	25 Seconds

[Offensive] Meteor Storm

Meteor storm calls forth flaming balls of rock from the heavens to smash into the target.

Requirement: Thunderstorm Level 1 and Sightrasher Level 2

Lv. 1	2 Meteors / 1 Hits Each / 30 SP
Lv. 2	3 Meteors / 1 Hits Each / 34 SP
Lv. 3	3 Meteors / 2 Hits Each / 40 SP
Lv. 4	4 Meteors / 2 Hits Each / 44 SP
Lv. 5	5 Meteors / 3 Hits Each / 50 SP
Lv. 6	5 Meteors / 3 Hits Each / 54 SP
Lv. 7	6 Meteors / 4 Hits Each / 60 SP
Lv. 8	7 Meteors / 4 Hits Each / 64 SP
Lv. 9	6 Meteors / 5 Hits Each / 70 SP
Lv. 10	7 Meteors / 5 Hits Each / 74 SP

[Offensive] Quagmire

Quagmire causes the ground to turn into a stinking muddy bog, causing enemies' dex, agi and walk speed to be cut by half. Costs 25sp. Also dispels skill like agi up 2 Hand Quicken, Adrenalin rush, etc. Speed pots are not dispelled.

Requirement: Heaven's Drive Level 1	
Lv. 1	5 Seconds
Lv. 2	10 Seconds
Lv. 3	15 Seconds
Lv. 4	20 Seconds
Lv. 5	25 Seconds

[Offensive] Meteor Storm

Meteor storm calls forth flaming balls of rock from the heavens to smash into the target.

Requirement: Thunderstorm Level 1 and Sightrasher Level 2	
Lv. 1	2 Meteors / 1 Hits Each / 30 SP
Lv. 2	3 Meteors / 1 Hits Each / 34 SP
Lv. 3	3 Meteors / 2 Hits Each / 40 SP
Lv. 4	4 Meteors / 2 Hits Each / 44 SP
Lv. 5	5 Meteors / 3 Hits Each / 50 SP
Lv. 6	5 Meteors / 3 Hits Each / 54 SP
Lv. 7	6 Meteors / 4 Hits Each / 60 SP
Lv. 8	7 Meteors / 4 Hits Each / 64 SP
Lv. 9	6 Meteors / 5 Hits Each / 70 SP
Lv. 10	7 Meteors / 5 Hits Each / 74 SP

DEX WIZARD

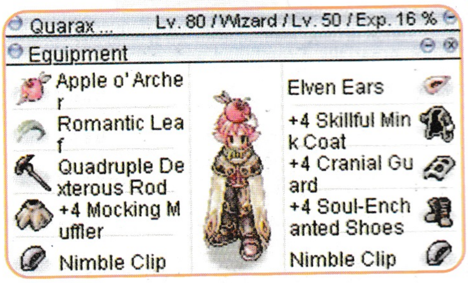
One of the greatest risks a wizard has to encounter is the amount of time it takes to complete casting a spell. A split second delay could mean life or death. And so the DEX Wiz or the Dexterity Wizard was born. Fast casting with deadly accuracy.

Having a great deal of dexterity enables the spell caster to summon deadly skills in a short span of time, leaving the target sprawled on the floor before it can even react to it. This is totally useful with area effect spells, like Storm Gust of Lord of Vermillion, since these spells take a great deal of time to cast. It is also possible to cast a level 10-Fire Bolt or Cold Bolt with ease; not worrying about when bolts starts striking your opponent.

DEX Wizard Stats

Initially, divide the initial stats into 3 attributes. INT, DEX and AGI. Since INT is the main source of a wizard's power, it is important to raise it up a good level for attacking purposes.

DEX at base level 75 halves the casting rate of spells. In creating a DEX wiz, it must reach that level, at least. AGI should only be touched when the maximum desired level of both DEX and INT is attained. STR, LUK, and VIT is the least of a wizard's concern.



Quarax ... Lv. 80 / Wizard / Lv. 50 / Exp. 16 %

Equipment

Apple o' Archer	Elven Ears
Romantic Leaf	+4 Skillful Mink Coat
Quadruple Dexterous Rod	+4 Cranial Guard
+4 Mocking Muffler	+4 Soul-Enchanted Shoes
Nimble Clip	Nimble Clip

DEX Wizard Skills

As a mage, it is best advised to reach Job level 50, or at least Job level 49. Many of a Wizard's skills are unlocked with Mage skills, and it would be waste if wizard skill points were used to unlock these.

SP recovery is a passive skill that helps in gaining extra SP faster than usual. Maxing it out to level 10 is advised since this build concentrates more on DEX than INT. Now, get either Cold Bolt 5, which unlocks Frostdriver, or Fire Bolt level 4, Fireball level 5 and Sight – in that particular order - to unlock Firewall. Firewall, when maxed out, is one of the most useful spells the Wizard has, since it helps block most monsters while dealing damage to it. Once the said spells are gained and at desired levels, begin getting the other spells which unlocks most of the Wizard Skills: Lightning Bolt 1 and Napalm Beat 1 for Jupiter Thunder and Stone Curse for Quagmire.

As a wizard, start getting Quagmire first. Now it's your choice on what to level up next. Jupiter Thunder is the most powerful direct damage lightning spell. More deadly when partnered with Frost Driver. Jupiter Thunder at level 10 will take time to cast, but a DEX Wiz can cast it much faster than any other Wizard build.

Other good area effect spells are Storm Gust or Lord of Vermillion or Meteor Storm or Sight Rasher. This is personal preference.

Water Ball is also a powerful spell but it can only be cast when you're in water. Ice Wall is great for entrapping monsters or keeping monsters away from you.

DEX WizardEquipment

-Headgear: Slotted Circlet compounded with an Elder Willow card

-Garments: Slotted Muffler compounded with a Whisper card

-Armor: slotted Silver Robe or Mink Coat compounded with either the Baby Desert Wolf card or Thief Bug card

-Shields: guards compounded with Thara Frog, Orc Warrior, Big Foot, Horn cards.

-Shoes: Shoes compounded with Sohee, Eggyra, Verit or Male Thief Bug cards

-Weaponry: Staff, Arcwand or Bonewand compounded with Female thief bug, Drops or the Andre Larvae.

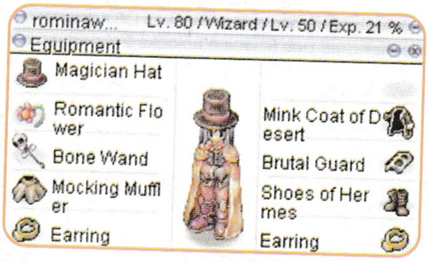
-Accessories: clip compounded with 1 Vitata card, and or 1 Zerom card, and or 1 creamy card

Final Notes

The DEX wizard Casts spells fast and furiously, a power to be reckoned with. Truly, one of the most dangerous wizard types, especially if combined with great reflexes and imagination.

AGI INT WIZARD

Survivability over power and speed is what the AGI version of the wizard class favors. Since the Mage doesn't have much HP to take damage, increasing AGI, raises the amount of Flee Rate enabling to dodge more effectively. Having a high level of Flee Rate together with the Energy Coat skill makes this type of build have a bigger chance of surviving during the times that monsters do get close to you.



rominaw... Lv. 80 / Wizard / Lv. 50 / Exp. 21 %

Equipment

Magician Hat	
Romantic Flower	Mink Coat of Desert
Bone Wand	Brutal Guard
Mocking Muffler	Shoes of Hermes
Earring	Earring

AGI / INT Wizard Stats

Focus on the stat INT until it seems enough to deal sufficient damage when casting spells. Next is to raise AGI until you get a desired amount of Flee Rate. DEX is the next recommended thing but you could also put a bit in VIT for added HP.

AGI / INT Wizard Skills

Since there's not much focus on DEX, get skills that uses less Cast Rate like Soul Strike and Frost Driver. Safety Wall –blue gem needed- is also recommended since it wards off physical damage from 1 to 11 depending on its level. SP Recovery level 10 is also advised for faster SP regeneration since most skills being used in this build have high SP requirements. Sightrasher –requires sight to cast successfully- is also a great skill to get when becoming a Wizard.

AGI / INT Wizard Equipment

The equipment needed for this build will mostly require items that increase either AGI or INT.

·Headgear: Deviruchi Cap, Angel Wing, Erudite Circlet, Magician's Hat and the Wizardry Hat.

·Garments: Mocking Muffler

·Armor: slotted Silver Robe or Mink Coat compounded with either the Baby Desert Wolf card or Thief Bug card

·Shields: guards compounded with Thara Frog, Orc Warrior, Big Foot, Horn cards.

·Shoes: Shoes compounded with Sohee, Eggyra, Verit or Male Thief Bug cards

·Weaponry: Staff, Arcwand or Bonewand compounded with Female thief bug, Drops or the Andre Larvae.

·Accessory: Earrings

Final Notes

Standing and holding your ground infront of a rampaging zombie prisoner is something that Wizards rarely do, but with the AGI INT build retreating is not an option.

INT WIZARD

Intelligence or INT is the most impor
attribute a wizard needs. Having a g
amount of INT increases the damage of
Magic Attack or MATK, and the amount of SP he h
INT also determines the magic defense of your charac
which will be useful on monsters with magic abilit
This build focuses on INT above all, delivering mass
damage with his magic attacks.

INT Wizard Stats

Don't bother spreading the stat points to 3 attributes. I
DEX and AGI. INT is the bread and butter for Wiza
and it's only logical to max it out first, or at least ba
over 90 before putting on the other 2 attributes. DEX
the next one since this is the basis for the Cast Ra
AGI should only be touched when the maximum level
INT and the desired level for DEX is obtained. LUK, ST
and VIT is of the least concern for this build.

INT Wizard Skills

As a Mage:
It's best to go all the way up to job level 50 in order
get most of the prerequisites of the Wizard skills. Als
reaching job level 50 means not taking the first part
the Wizard's test.
Leveling out SP Regen is advised since it gives adde
SP regeneration aside from the regular SP Regen gaine
sitting down. The higher the level, the more SP you gai
Next is Napalm Beat. Leveling it up to 4 unlocks So
Strike, very useful for an INT Wiz since it is a fast ca
spell. Unlocking the Firewall spell is the next priority.
Maxing out Firewall makes a great defensive an
offensive spell against monsters since it blocks mo
monsters while dealing damage to it.
By now, the mage will be at Job level 44. The remainin
6 points will be used for unlocking Frostdriver and Jupite
Thunder – one of the most powerful, direct damag
Wizard skills.
As a Wizard:
First, max out Frostdriver. Next, start getting Quagmire
After that, the choice is yours on what to get next. Jupite
Thunder is an advisable choice since it is a very powerfu
direct damage lightning spell, especially when used afte
freezing an opponent with Frostdriver. It has a longe
cast time than the previous spells but it deals a grea
amount of damage, more so that you are an INT Wiz.
Area effect spells like Storm Gust, Lord of Vermillion,
Meteor Storm and Sightrasher helps stop mass numbers
of monsters. The only draw back is that - with the
exception of Sightrasher – it takes a great deal of casting
time. These spells are very useful when you are with a
party.

INT WIZARD

Intelligence or INT is the most important attribute a wizard needs. Having a great amount of INT increases the damage of his Magic Attack or MATK, and the amount of SP he has. INT also determines the magic defense of your character, which will be useful on monsters with magic abilities. This build focuses on INT above all, delivering massive damage with his magic attacks.

INT Wizard Stats

Start out by spreading the stat points to 3 attributes. INT, DEX, and AGI. INT is the bread and butter for Wizards so it is only logical to max it out first, or at least base level 90 before putting on the other 2 attributes. DEX is the next one since this is the basis for the Cast Rate. AGI should only be touched when the maximum level of INT and the desired level for DEX is obtained. LUK, STR, and VIT is of the least concern for this build.

INT Wizard Skills

As a Mage:

It is best to go all the way up to job level 50 in order to get most of the prerequisites of the Wizard skills. Also, reaching job level 50 means not taking the first part of the Wizard's test.

A maxed out SP Regen is advised since it gives added SP regeneration aside from the regular SP Regen gained sitting down. The higher the level, the more SP you gain. Next is Napalm Beat. Leveling it up to 4 unlocks Soul Strike; very useful for an INT Wiz since it is a fast cast spell. Unlocking the Firewall spell is the next priority. A maxed out Firewall makes a great defensive and offensive spell against monsters since it blocks most monsters while dealing damage to it.

By now, the mage will be at Job level 44. The remaining 6 points will be used for unlocking Frostdriver and Jupiter Thunder - one of the most powerful, direct damage Wizard skills.

As a Wizard:

First, max out Frostdriver. Next, start getting Quagmire. After that, the choice is yours on what to get next. Jupiter Thunder is an advisable choice since it is a very powerful, direct damage lightning spell, especially when used after freezing an opponent with Frostdriver. It has a longer cast time than the previous spells but it deals a great amount of damage, more so that you are an INT Wiz.

Area effect spells like Storm Gust, Lord of Vermillion, Meteor Storm and Sightrasher helps stop mass numbers of monsters. The only draw back is that - with the exception of Sightrasher – it takes a great deal of casting time. These spells are very useful when you are with a PARTY.

INT WizardEquipment

·Headgear: Slotted Circlet compounded with an Elder Willow card

·Garments: Slotted Muffler compounded with a Whisper card

·Armor: slotted Silver Robe or Mink Coat compounded with either the Baby Desert Wolf card or Thief Bug card

·Shields: guards compounded with Thara Frog, Orc Warrior, Big Foot, Horn cards.

·Shoes: Shoes compounded with Sohee, Eggyra, Verit or Male Thief Bug cards

·Weaponry: Staff, Arcwand or Bonewand compounded with Female thief bug, Drops or the Andre Larvae.

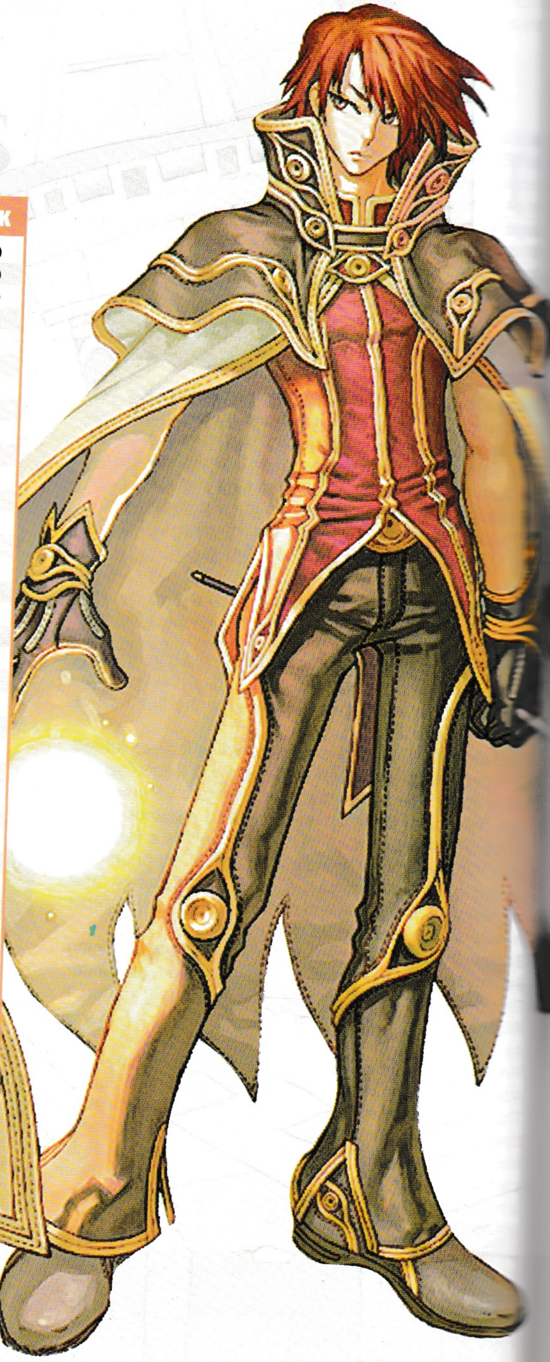
·Accessories: clip compounded with 1 Vitata card, and or 1 Zerom card or 1 creamy card

Final Notes

The INT Wiz build is the most popular build in Rune Midgard due to sheer power. No character can deal as much damages an INT Wiz, NO ONE!

WIZARD STAT BONUS

JOB LVL	STR	INT	VIT	DEX	AGI	LUK
1	0	1	0	0	0	0
2	0	1	0	1	0	0
3	0	1	0	1	0	0
4	0	2	0	1	0	0
5	0	2	0	2	0	0
6	0	2	0	2	1	0
7	0	2	0	2	1	0
8	0	2	0	2	1	0
9	0	3	0	2	1	0
10	0	3	0	2	2	0
11	0	3	0	2	2	0
12	1	3	0	3	2	0
13	1	3	0	3	2	0
14	1	3	0	3	2	0
15	1	3	0	3	2	1
16	1	3	0	3	2	1
17	1	3	0	3	2	1
18	1	4	0	3	2	1
19	1	4	0	3	2	1
20	1	4	0	3	2	1
21	1	4	0	3	2	1
22	1	5	0	3	2	1
23	1	5	0	3	2	1
24	1	5	0	3	3	1
25	1	5	0	3	3	1
26	1	5	0	4	3	1
27	1	5	0	4	3	1
28	1	5	0	4	3	1
29	1	6	0	4	3	1
30	1	6	0	4	3	1
31	1	7	0	4	3	1
32	1	7	0	5	3	1
33	1	8	0	5	3	1
34	1	8	0	5	4	1
35	1	8	0	5	4	1
36	1	8	0	5	4	2
37	1	8	0	5	4	2
38	1	8	1	5	4	2
39	1	8	1	6	4	2
40	1	9	1	6	4	2
41	1	9	1	6	5	2
42	1	9	1	6	5	2
43	1	9	1	6	6	2
44	1	9	1	6	6	2
45	1	10	1	6	6	2
46	1	10	1	6	7	2
47	1	10	1	6	8	2
48	1	11	1	6	8	2
49	1	11	1	6	8	2
50	1	12	1	6	8	2



MERCHAN

BECOMING

WHAT TO DO

Go to the Merchant Guild in Alberta and talk to the Merch
[illegible] (alberta_in 53 43). Pay 1000z or 500z t
go into the south room and talk to the Merchant Guildsm
He'll give you a delivery box and the directions to wh
you should take it. Go to that city, find the NPC and g
the delivery box to the NPC. You'll get a receipt. Give
receipt to the Merchant Guildsman then talk to Merch
[illegible] to become a merchant

MERCHANT

The merchant class excels in trading. Buying goods at a discount and then selling them for a profit elsewhere is the lifeblood of this class. A hefty profit after a hard day's trading; this is what a fulfilled merchant is. Merchant builds basically start out with 9 STR, 9 AGI 5 VIT and 5 DEX.

The Merchant's skills are all about the money. His mammonite skill allows him to boost his damage dealing to incredible levels at the cost of Zeny, while his discount, overcharge, and vending skills allow him to buy from town shops at a discount, sell loot for higher than normal, and set up his own shop. After a good bit of trading, a good merchant will always have money to burn, and this is exactly what he needs to survive and prosper in the world of Rune-Midgard.

All Ragnarok Players should have a Merchie in their stable of characters to dispose of items collected while hunting.

BECOMING A MERCHANT

WHAT TO DO	REQUIREMENT	LOCATION
Go to the Merchant Guild in Alberta and talk to the Merchant Chief Mahnsoo (alberta_in 53 43). Pay 1000z or 500z then go into the south room and talk to the Merchant Guildsman. He'll give you a delivery box and the directions to where you should take it. Go to that city, find the NPC and give the delivery box to the NPC. You'll get a receipt. Give the receipt to the Merchant Guildsman then talk to Merchant Chief Mahnsoo to become a merchant	The Delivery box and the receipt from the NPC that you give the box to	geffen_in 155 122, morocc_in 140 102, (kafra) prontera 248 42, (kafra) izlu2dun 106 58

MERCHANT SKILLS

[Passive] Enlarge Weight Limit

A Merchant must be used to carrying many things during his travels, so his ability to carry large loads is enhanced by this skill.

Lv. 1	Enlarge Weight + 100
Lv. 2	Enlarge Weight + 200
Lv. 3	Enlarge Weight + 300
Lv. 4	Enlarge Weight + 400
Lv. 5	Enlarge Weight + 500
Lv. 6	Enlarge Weight + 600
Lv. 7	Enlarge Weight + 700
Lv. 8	Enlarge Weight + 800
Lv. 9	Enlarge Weight + 900
Lv. 10	Enlarge Weight + 1000

[Passive] Pushcart

This skill will allow the Merchant to bring along a cart. As the cart slows down walking speed drastically, higher levels will allow the merchant to increase his walking speed.

Requirement: Enlarge Weight Limit Level 5

Lv. 1	55% Walking Speed
Lv. 2	60% Walking Speed
Lv. 3	65% Walking Speed
Lv. 4	70% Walking Speed
Lv. 5	75% Walking Speed
Lv. 6	80% Walking Speed
Lv. 7	85% Walking Speed
Lv. 8	90% Walking Speed
Lv. 9	95% Walking Speed
Lv. 10	Normal

[Offensive] Cart Revolution

Uses the cart to hit the enemy hard with a short-range physical splash damage attack. Does splash damage on enemies within 6 cells of the target. Shoves enemies back 2 cells. Costs 12 SP

150% ATK + (Damage added by the weight of the cart)

The weight of the cart affects the attack strength. Can only be used when the user equips a cart

[Passive] Discount

Get goods for cheaper prices from NPC merchants

Requirement: Enlarge Weight Limit Level 3

Lv. 1	Margin Rate 7%
Lv. 2	Margin Rate 9%
Lv. 3	Margin Rate 11%
Lv. 4	Margin Rate 13%
Lv. 5	Margin Rate 15%
Lv. 6	Margin Rate 17%
Lv. 7	Margin Rate 19%
Lv. 8	Margin Rate 21%
Lv. 9	Margin Rate 23%
Lv. 10	Margin Rate 24%

[Offensive] Mammonite

At the cost of the Merchant's own money, he can unleash a powerful blow that can stagger opponents. Costs 5 Sp to use.

Lv. 1	Damage 160%	100 Zeny spent
Lv. 2	Damage 220%	200 Zeny spent
Lv. 3	Damage 280%	300 Zeny spent
Lv. 4	Damage 340%	400 Zeny spent
Lv. 5	Damage 400%	500 Zeny spent
Lv. 6	Damage 460%	600 Zeny spent
Lv. 7	Damage 520%	700 Zeny spent
Lv. 8	Damage 580%	800 Zeny spent
Lv. 9	Damage 640%	900 Zeny spent
Lv. 10	Damage 700%	1000 Zeny spent

[Passive] Overcharge

Sell goods to NPC Merchants at higher prices

Requirement: Discount Level 3

Lv. 1	Overcharge 7%
Lv. 2	Overcharge 9%
Lv. 3	Overcharge 11%
Lv. 4	Overcharge 13%
Lv. 5	Overcharge 15%
Lv. 6	Overcharge 17%
Lv. 7	Overcharge 19%
Lv. 8	Overcharge 21%
Lv. 9	Overcharge 23%
Lv. 10	Overcharge 24%

[Supportive] Vending

This skill will allow the Merchant to open up his shop if he [illegible] his cart along with him. The Merchant can set his own [illegible] other players can buy from him. Costs 30 SP

Requirement: Pushcart Level 3

Lv. 1	3 Items can be Vended
Lv. 2	4 Items can be Vended
Lv. 3	5 Items can be Vended
Lv. 4	6 Items can be Vended
Lv. 5	7 Items can be Vended
Lv. 6	8 Items can be Vended
Lv. 7	9 Items can be Vended
Lv. 8	10 Items can be Vended
Lv. 9	11 Items can be Vended
Lv. 10	12 Items can be Vended

[Active] Change Cart

[illegible] change the appearance of the cart. Costs 40 SP

[Supportive] Crazy Uproar

[illegible] increases the user's STR by 4 points for the 5 [illegible]. Costs 8 SP

[Supportive] Item Appraisal

Identify unknown items.

[Supportive] Vending

This skill will allow the Merchant to open up his shop if he has his cart along with him. The Merchant can set his own prices for his wares so that other players can buy from him. Costs 30 SP to use.

Requirement: Pushcart Level 3

Lv. 1	3 Items can be Vended
Lv. 2	4 Items can be Vended
Lv. 3	5 Items can be Vended
Lv. 4	6 Items can be Vended
Lv. 5	7 Items can be Vended
Lv. 6	8 Items can be Vended
Lv. 7	9 Items can be Vended
Lv. 8	10 Items can be Vended
Lv. 9	11 Items can be Vended
Lv. 10	12 Items can be Vended

[Active] Change Cart

Allows the user to change the appearance of the cart. Costs 40 SP

[Supportive] Crazy Uproar

A Battle Cry which increases the user's STR by 4 points for the 5 minute skill duration. Costs 8 SP

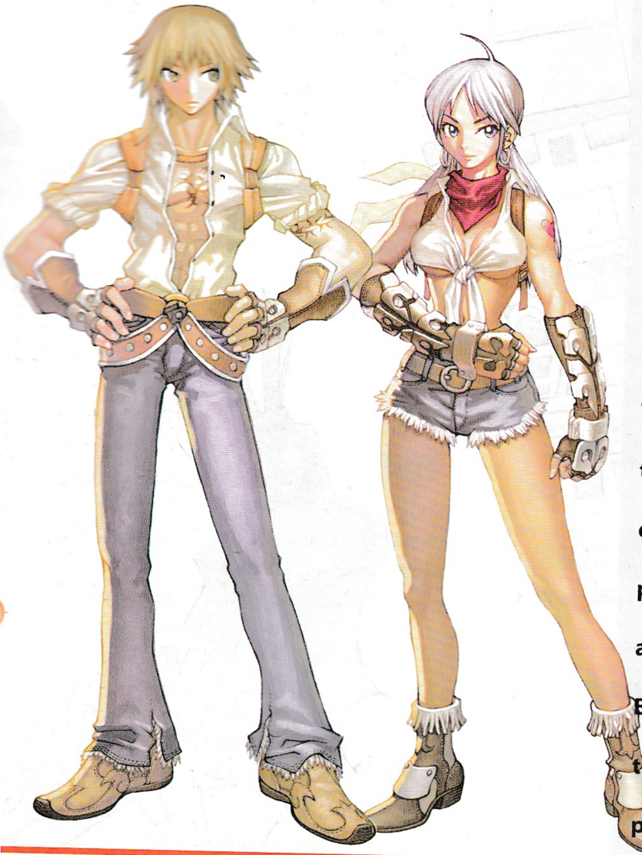
[Supportive] Item Appraisal

Identify unknown items.

MERCHANT STAT BONUS

JOB LVL	STR	INT	VIT	DEX	AGI	LUK
1	0	0	0	0	0	0
2	0	0	1	0	0	0
3	0	0	1	0	0	0
4	0	0	1	0	0	0
5	0	0	1	0	0	0
6	0	0	1	1	0	0
7	0	0	1	1	0	0
8	0	0	1	1	0	0
9	0	0	1	1	0	0
10	1	0	1	1	0	0
11	1	0	1	1	0	0
12	1	0	1	1	0	0
13	1	0	1	1	0	0
14	1	0	1	2	0	0
15	1	0	1	2	0	0
16	1	0	1	2	0	0
17	1	0	1	2	0	0
18	1	0	2	2	0	0
19	1	0	2	2	0	0
20	1	0	2	2	0	0
21	1	0	2	2	0	0
22	2	0	2	2	0	0
23	2	0	2	2	0	0
24	2	0	2	2	0	0
25	2	0	2	2	0	0
26	2	1	2	2	0	0
27	2	1	2	2	0	0
28	2	1	2	2	0	0
29	2	1	2	2	0	0
30	2	1	3	2	0	0
31	2	1	3	2	0	0
32	2	1	3	2	0	0
33	2	1	3	2	1	0
34	2	1	3	2	1	0
35	2	1	3	2	1	0
36	2	1	3	2	1	1
37	2	1	3	2	1	1
38	2	1	3	3	1	1
39	2	1	3	3	1	1
40	3	1	3	3	1	1
41	3	1	3	3	1	1
42	3	1	3	4	1	1
43	3	1	3	4	1	1
44	4	1	3	4	1	1
45	4	1	3	4	1	1
46	4	1	3	4	1	2
47	4	1	4	4	1	2
48	4	1	4	4	1	2
49	5	1	4	4	1	2
50	5	1	4	5	1	2

BLACKSMITH



The Blacksmith Job Clas is the next step in th progression of the mercha The Blacksmith is an expert i the refining of rough ores an elemental stones into thei purer forms and are also adep at finding rare ores. Th Blacksmith is the only clas that can create their ow powerful weapons.

BECOMING A BLACKSMITH

LOCATION	PERSON	REQUIREMENT
geffen_in 110 169	Talk to Alteigen	Register in the building of Blacksmith Guild in Geffen.
alberta_in 174 22	Talk to Getspenst	Testing your knowledge to find out that you are enough to perform his task.
	Talk to Getspenst	Test about gathering materials to forge a weapon for a client.
geffen 46 164, morocc 27 112, morocc 27 112. payon 151 39, comodo 158 342		Each clients want different weapon types. Knowing where to buy the weapon will save your time.
	Talk to Getspenst	After delivery, you 'must' get receipt for Getspenst. Go back to Alteigen when you finished the deli
	Talk to Alteigen	Find the Guildsman Mitmire in Morroc.
morocc 95 133	Talk to Mitmire	Answer 5 questions and you need to get a certain score to pass the test. He gives you certification when you pass.
	Talk to Alteigen	You will be awarded gifts when you change job

BLACKSM

[illegible] Power Thrust

Increases the ATK score of everyone in the part
Effective only if the party members are not usin
staves and knives.

Requirement: Adrenaline Rush Level 3

[illegible]	105% ATK 18 SP
[illegible]	110% ATK 16 SP
[illegible]	115% ATK 14 SP
[illegible]	120% ATK 12 SP
[illegible]	125% ATK 10 SP

Effective only with Mace or Axe Class Weapons.

[illegible] Weaponry Research

Each level increases a Blacksmith's Hit, Atk and Forgin Success Rate

Requirement: Hilt Binding Level 1

[illegible]	+ 2 ATK / HIT 1% Forging Success Rate
[illegible]	+ 4 ATK / HIT 2% Forging Success Rate
[illegible]	+ 6 ATK / HIT 3% Forging Success Rate
[illegible]	+ 8 ATK / HIT 4% Forging Success Rate
[illegible]	+ 10 ATK / HIT 5% Forging Success Rate
[illegible]	+ 12 ATK / HIT 6% Forging Success Rate
[illegible]	+ 14 ATK / HIT 7% Forging Success Rate
[illegible]	+ 16 ATK / HIT 8% Forging Success Rate
[illegible]	+ 18 ATK / HIT 9% Forging Success Rate
[illegible]	+ 20 ATK / HIT 10% Forging Success Rate

BLACKSMITH SKILLS

[Supportive] Power Thrust

Increases the ATK score of everyone in the party. Effective only if the party members are not using staves and knives.

Requirement: Adrenaline Rush Level 3

Lv. 1	105% ATK 18 SP
Lv. 2	110% ATK 16 SP
Lv. 3	115% ATK 14 SP
Lv. 4	120% ATK 12 SP
Lv. 5	125% ATK 10 SP

Effective only with Mace or Axe Class Weapons.

[Passive] Weaponry Research

Each level increases a Blacksmith's Hit, Atk and Forging Success Rate

Requirement: Hilt Binding Level 1

Lv. 1	+ 2 ATK / HIT 1% Forging Success Rate
Lv. 2	+ 4 ATK / HIT 2% Forging Success Rate
Lv. 3	+ 6 ATK / HIT 3% Forging Success Rate
Lv. 4	+ 8 ATK / HIT 4% Forging Success Rate
Lv. 5	+ 10 ATK / HIT 5% Forging Success Rate
Lv. 6	+ 12 ATK / HIT 6% Forging Success Rate
Lv. 7	+ 14 ATK / HIT 7% Forging Success Rate
Lv. 8	+ 16 ATK / HIT 8% Forging Success Rate
Lv. 9	+ 18 ATK / HIT 9% Forging Success Rate
Lv. 10	+ 20 ATK / HIT 10% Forging Success Rate

[Offensive] Hammerfall

The massive blow from the Hammerfall skill has a chance to stun all opponents in an area immediately around the blacksmith. Costs 10 SP

Lv. 1	30% Chance to Stun
Lv. 2	40% Chance to Stun
Lv. 3	50% Chance to Stun
Lv. 4	60% Chance to Stun
Lv. 5	70% Chance to Stun

VIT and LUK both reduce the chance and duration of Stun. Can only be used with Mace or Axe Class Weapons.

[Supportive] Weapon Perfection

Allows the user to deal maximum damage to a creature regardless of it's size for a limited amount of time

Requirement: Weapon Research Level 2 and Adrenaline Rush Level 2

Lv. 1	10 Second Duration 22 SP
Lv. 2	20 Second Duration 24 SP
Lv. 3	30 Second Duration 26 SP
Lv. 4	40 Second Duration 28 SP
Lv. 5	50 Second Duration 30 SP

Weapons do different damage on different size monsters. For example, Axe-type weapons deal 100% damage to Large monsters, 75% damage to Medium monsters, and 50% to Small monsters. With this skill, your Axe-type weapon will deal 100% damage to all sizes.

[Supportive] Adrenaline Rush

Increases the attack speed of the entire party by 25%, with the initiator of the skill getting a 30% increase in attack speed.

Requirement: Hammerfall Level 2

Lv. 1	30 Second Duration 20 SP
Lv. 2	60 Second Duration 23 SP
Lv. 3	90 Second Duration 26 SP
Lv. 4	120 Second Duration 29 SP
Lv. 5	150 Second Duration 32 SP

Can only be applied to Mace or Axe Class Weapons.

[Supportive] Power Maximize

Power Maximize guarantees that your weapon will do the maximum amount of damage it can do for a limited duration. 10sp is needed for this skill to activate and it drains a small amount of SP depending on skill level.

Requirement: Weapon Perfection Level 3 and Power Thrust Level 2

Lv. 1	Drains 1 SP every 1 Second
Lv. 2	Drains 1 SP every 2 Second
Lv. 3	Drains 1 SP every 3 Second
Lv. 4	Drains 1 SP every 4 Second
Lv. 5	Drains 1 SP every 5 Second

Damage is usually dealt out in a random range, especially if you have a high damage weapon. This skill allows the user to deal out constant maximum damage during its duration.

[Passive] Steel Tempering

Steel Tempering enables you to forge Steel. The Base Chance of success is dependent on your Base Level.

Requirement: Iron Tempering Level 1

Lv. 1	Base Chance 15%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 25%
Lv. 4	Base Chance 30%
Lv. 5	Base Chance 35%

[Passive] Enchanted Stone Craft

Enchanted Stone Craft enables you to refine Magical stones into their pure form. The Base Chance of success is dependent on your Base Level.

Requirement: Iron Tempering Level 1

Lv. 1	Base Chance 15%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 25%
Lv. 4	Base Chance 30%
Lv. 5	Base Chance 35%

This skill will automatically succeed with turning 10 Star Dusts into a Star Crumb

[Passive] Weapon Repair

Repairs Broken Weapons (Not implemented yet)

Requirement: Weapon Research Level 1

[Passive] Oridecon Research

Oridecon Research enables you to forge Leve
Weapons. The Base Chance of success is depen
on your Base Level

Requirement: Enchanted Stone Craft Level 1

Lv. 1	Base Chance 10%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 30%
Lv. 4	Base Chance 40%
Lv. 5	Base Chance 50%

[Passive] Smith Dagger

Smith Dagger enables you to create Dagger
Weapons. The Base Chance of success is depen
your Base Level

Lv. 1	Base Chance 10%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 30%

[Passive] Skin Tempering

Reduces damage from Fire element sources by a
percentage. Allows a Blacksmith to walk throug
Firewalls.

Lv. 1	5% damage reduction from fire
Lv. 2	10% damage reduction from fire
Lv. 3	15% damage reduction from fire
Lv. 4	20% damage reduction from fire
Lv. 5	25% damage reduction from fire

[Passive] Iron Tempering

Iron Tempering enables you to refine Iron from Iron Ores

Lv. 1	Base Chance 26%
Lv. 2	Base Chance 32%
Lv. 3	Base Chance 38%
Lv. 4	Base Chance 44%
Lv. 5	Base Chance 50%

Influenced by LUK, DEX and Level

[Passive] Smith Sword

Smith Sword enables you to create One-handed Sw
Class Weapons. The Base Chance of succes is depen
on your Base Level

Requirement: Smith Dagger Level 1

Lv. 1	Base Chance 10%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 30%

[Passive] Smith Brass Knuckle

Smith Brass Knuckle enables you to create Knuck
Class Weapons.

Requirement: Smith Dagger Level 1

Lv. 1	Base Chance 10%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 30%

[Passive] Smith Spear

Smith Spear enables you to create Spear Class Weapons.

Requirement: Smith Dagger Level 2

Lv. 1	Base Chance 10%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 30%

[Passive] Smith Two-Handed Sword

Smith Two-Handed Sword enables you to create Two-Handed Sword Class Weapons.

Requirement: Smith Sword Level 1

Lv. 1	Base Chance 10%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 30%

[Passive] Ore Discovery

Ore Discovery increases the Base Chance of Recovering Ores from Monsters

Requirement: Hilt Binding Level 1 and Steel Tempering Level 1

This Skill will give the Blacksmith a Base Chance to get an ore drop from any monster that he kills. Drops include Steel, Gold, Oridecons and Eluniums.

[Passive] Smith Sword

Smith Sword enables you to create One-handed Sword Class Weapons. The Base Chance of success is dependent on your Base Level

Requirement: Smith Dagger Level 1

Lv. 1	Base Chance 10%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 30%

[Passive] Smith Brass Knuckle

Smith Brass Knuckle enables you to create Knuckle Class Weapons

Requirement: Smith Dagger Level 1

Lv. 1	Base Chance 10%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 30%

[Passive] Smith Spear

Smith Spear enables you to create Spear Class Weapons.

Requirement: Smith Dagger Level 2

Lv. 1	Base Chance 10%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 30%

[Passive] Smith Two-Handed Sword

Smith Two-handed Sword enables you to create Two-Handed Sword Class Weapons.

Requirement: Smith Sword Level 1

Lv. 1	Base Chance 10%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 30%

[Passive] Ore Discovery

Ore Discovery increases the Base Chance of Recovering Ores from Monsters

Requirement: Hilt Binding Level 1 and Steel Tempering Level 1

This Skill will give the Blacksmith a Base Chance to get an ore drop from any monster that he kills. Drops include Steel, Gold, Oridecons and Eluniums.

[Passive] Smith Axe

Smith Axe enables you to create Axe Class Weapons

Requirement: Smith Sword Level 2

Lv. 1	Base Chance 10%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 30%

[Passive] Smith Mace

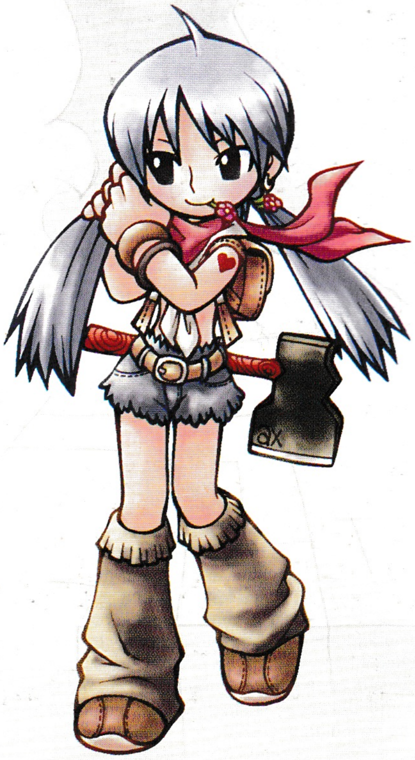
Smith Mace enables you to create Mace Class Weapons

Requirement: Smith Dagger Level 1

Lv. 1	Base Chance 10%
Lv. 2	Base Chance 20%
Lv. 3	Base Chance 30%

[Passive] Hilt Binding

Hilt Binding prevents the losing of weapons when knocked out by a monster Future Feature

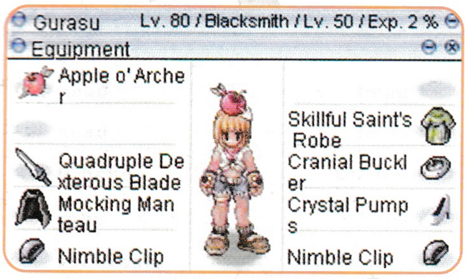


THE PURE FORGER

The opposite of the Battlesmith, the pure forger focuses on forging skills rather than battle skills. This results in a blacksmith that can successfully forge more types of weapons and refine more metals and jewels. The downside to this build is its difficulty in leveling it up; since it has a harder time killing monsters for XP. This smith is usually seen as a member of a party, even sharing experience with others more capable of killing monsters.

The Pure Forger Stats

This build focuses on DEX and LUK as these, combined with job level, determine forging success rate. DEX should be focused on first since this will help with early leveling. LUK should be pumped a little later on, just before the Blacksmith job is obtained.



Gurasu Lv. 80 / Blacksmith / Lv. 50 / Exp. 2 %

Equipment

Apple o' Archer	
	Skillful Saint's Robe
Quadruple Dexterous Blade	Cranial Buckler
Mocking Manteau	Crystal Pumps
Nimble Clip	Nimble Clip

The Pure Forger Skills

For this build, Hilt Binding should be the first skill obtained, which unlocks Weaponry Research, which raises Forging success rate. Afterwards, some battle skills like Adrenaline Rush and Power Thrust should be obtained, just to be on the safe side.

After these, the Pure Forger now focuses entirely on forging and refining skills. It's a matter of personal preference which weapons to forge and which ores are to be refined. Research Oridecon should be obtained to increase chances of forging level 3 weapons.

The Pure Forger Equipment

A pure forger has two sets of gear, one for fighting; and the other specifically for forging. The forging gear is all about increasing the battleforger's DEX and LUK, thus increasing his chances of successful forging. A pure forger should focus more on getting forging gear before fighting gear; it is, after all, his specialty. Refer to the other blacksmith builds for good fighting gear.

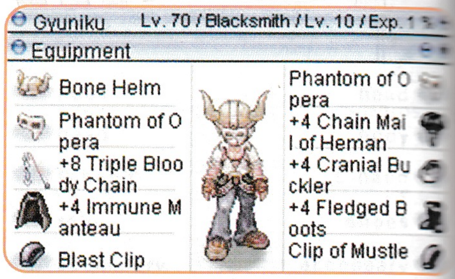
·Headgear: Apple o' Archer to increase DEX.
·Armor: any slotted armor with a Rocker Card to increase DEX.
·Accessories: two Nimble Clips, to increase DEX.
·Weaponry: any 4 slotted weapon slotted with Drops cards, to increase DEX.
·Shoes: Crystal Pumps, which increases LUK.

Final Notes

The Pure forger is created with the fabrication of speci weapons in mind. The leveling up of a pure forger is a group effort and is usually created with the consensus a group or guild. Craftsmanship and commerce are the strengths of the pure forger not battle.

THE BATTLESMITH

Mild mannered artisan of fine eleme weapons he is definitely not. The Battles cares not for forging or refining. The battlesmith's focus is the destruction of all that cros path. Instead of forging or refining, the battles focuses on the considerable combat abilities of the blacksmith. Hammerfall and Mammonite are the too are the tools of his trade, and zeny, the fuel that pow his engine of destruction.



Gyuniku Lv. 70 / Blacksmith / Lv. 10 / Exp. 1 %

Equipment

Bone Helm	Phantom of Opera
Phantom of Opera	+4 Chain Mail of Heman
+8 Triple Bloody Chain	+4 Cranial Buckler
+4 Immune Manteau	+4 Fledged Boots
Blast Clip	Clip of Mustle

The Battlesmith Stats

STR is the blacksmith's best friend. This allows him t deal the massive damage that he is renowned for. VIT next most important, it allows damage to be taken whi doling out even more. A fair amount of DEX is als needed; ensuring that you hit what you aim for. Agi can be important, since this determines your atta speed and consequently, how fast you can pul successive Mammonites off, but not too much, or you damage dealing will suffer. Intelligence needs boostin too, since the blacksmith's weapon skills need SP, bu only until the blacksmith can sustain continuous Mammonite-ing until the opponent has been beaten to a bloody pulp; which shouldn't be for very long. LUK is unimportant to a battlesmith, he doesn't need critica or perfect dodge.

The Battlesmith Skills

As a merchant, get Mammonite to level 10 as soon as possible, since Mammonite is the most importa battlesmith skill of all. Then you get the merchant's Ca Revolution, (available via optional quest), which is the poor man's alternative to Mammonite, for those times when zeny is low. To get Cart Revolution, get Enlar

---

[illegible] unlocks Pushcart. Get Push
[illegible] walking speed won't be as slow
[illegible] The other Merchant skills are all optional; a
[illegible] job level 40 to be an effec
[illegible]
[illegible] first get Hilt Binding, which unlo
[illegible] Then get Weapon Research to le
[illegible] increases both your ATK and
[illegible] the following skills : Hammerf
[illegible] Weapon Perfection, Power Thrust, a
[illegible] At Job Level 36, your battlesmit
[illegible]

The Battlesmith Equipment

[illegible] of carded Chains, prefera
[illegible] maximum, with cards slotted in th
[illegible] he will be facing. For example
[illegible] for Brute type monsters.
[illegible] Bucklers, once again prefera
[illegible] maximum, that will deal with
[illegible] he is facing. For example, a Br
[illegible] Lunatics.
[illegible] Chainmail of Heman is need
[illegible] Defense.
[illegible] Clips of Muscle are needed to bo
[illegible]
[illegible] Immune Manteau is standard gear fo
[illegible]
[illegible] much up to your style preferen
[illegible] good to get headgear that adds
[illegible] Majestic Goat which boosts STR.

Final Notes

[illegible] raw power; finesse does not factor in to
[illegible] all situations, the battlesmith's reaction will b
[illegible] then Mammonite away. You'll need lots o
[illegible] though so always have cash at hand.

THE BATTLE FORGER

I[illegible] between the pure forger and the battlesm
[illegible] the battleforger. The battleforger tries
[illegible] balance between forging/refining skills a
[illegible] This build may lack the pure destruc
[illegible] battlesmith, and not have the forging var
[illegible] forger, but flexibility and versatility are w
[illegible] about. Need zeny for gear? Forge so
[illegible] weapons and sell them for cash! Ne
[illegible] points? Go out and whack some monst
[illegible] To many expert Blacksmith players,
[illegible] the holy grail of smiths, able to do it
[illegible] with style and panache.

Weight Limit to 5 which unlocks Pushcart. Get Pushcart to level 10 so that walking speed won't be as slow as molasses. The other Merchant skills are all optional; and there is no need to exceed job level 40 to be an effective battlesmith.

As a blacksmith, first get Hilt Binding, which unlocks Weapon Research. Then get Weapon Research to level 10, as this passive skill increases both your ATK and To-hit. Next max out the following skills : Hammerfall, Adrenaline Rush, Weapon Perfection, Power Thrust, and Power Maximize. At Job Level 36, your battlesmith is complete!

The Battlesmith Equipment

-Weapons: assortment of carded Chains, preferably overupgraded to the maximum, with cards slotted in them depending on what foe will be facing. For example, a Triple Clamorous Chain for Brute type monsters.

-Shields: a set of carded Bucklers, once again preferably overupgraded to the maximum, that will deal with the appropriate monster he is facing. For example, a Brutal Buckler for facing Lunatics.

-Armor, a fully upgraded Chainmail of Heman is needed to increase Defense.

-Accessories, Clips of Muscle are needed to boost damage further.

-Garments, an Immune Manteau is standard gear for a battlesmith.

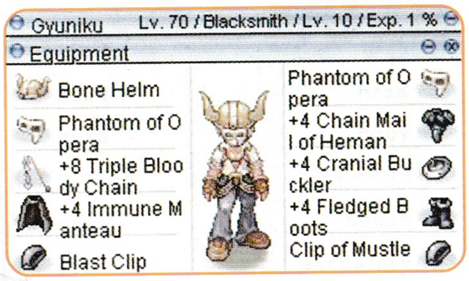
-Headgear is pretty much up to your style preference, though it would be good to get headgear that adds to stats like the Majestic Goat which boosts STR.

Final Notes

The battlesmith is all about raw power; finesse does not factor in to the equation. In nearly all situations, the battlesmith's reaction will be Hammerfall until stunned then Mammonite away. You'll need lots of ready zeny for this smith though so always have cash at hand.

THE BATTLE FORGER

In between the pure forger and the battlesmith lies the battleforger. The battleforger tries to strike a happy balance between forging/refining skills and battle skills. This build may lack the pure destructive power of the battlesmith, and not have the forging variety of the pure forger, but flexibility and versatility are what this build is about. Need zeny for gear? Forge some elemental weapons and sell them for cash! Need experience points? Go out and whack some monsters yourself! To many expert Blacksmith players, the battleforger is the holy grail of smiths, able to do it all, and do it with style and panache.



Bone Helm
Phantom of Opera
+8 Triple Bloody Chain
+4 Immune Manteau
Blast Clip
Phantom of Opera
+4 Chain Mail of Heman
+4 Cranial Buckler
+4 Fledged Boots
Clip of Mustle

The Battle Forger Stats

DEX is the battleforger's primary stat, as this increases his damage as well as increase his forging successes. This is followed by AGI for flee rate and faster attack speed, thus increasing his survivability. STR should also be pumped for more damage. These three are the focus of the battleforger's stats. INT and VIT should also be raised but not too much, only to increase his HP and be able to do multiple Mammonite/Cart Revolution attacks. LUK should not be bothered with, since stat points are already spread pretty thin. Besides, DEX plays a larger role in forging success than LUK.

The Battle Forger Skills

As a merchant, get Enlarge Weight Limit to 5, which will unlock both Discount and Pushcart. Once Pushcart is obtained, get Cart Revolution (available via optional quest), Pushcart should ideally be maxed to level 10 so walking speed does not suffer. Next, figure out if it's going to be a Discount or Overcharge merchant and focus on that skill. Note that Overcharge is unlocked by getting Discount to level 3. Mammonite should be maxed out to 10.

As a blacksmith, focus on combat skills first, since at low job levels blacksmiths can't really forge very well yet. First get Hilt Binding, which unlocks Weapon Research. Then get Weapon Research to level 10, as this passive skill increases forging success rate, ATK and To-hit. Next max out these essential combat skills: Hammerfall, Adrenaline Rush, and Power Thrust. Now you can get forging skills, pick one Refining Skill (Iron, Steel Tempering or Enchanted Stone Craft) and focus on that. Then pick which weapons you wish to forge (up to 3) and max out those. Your battleforger is done!

The Battle Forger Equipment

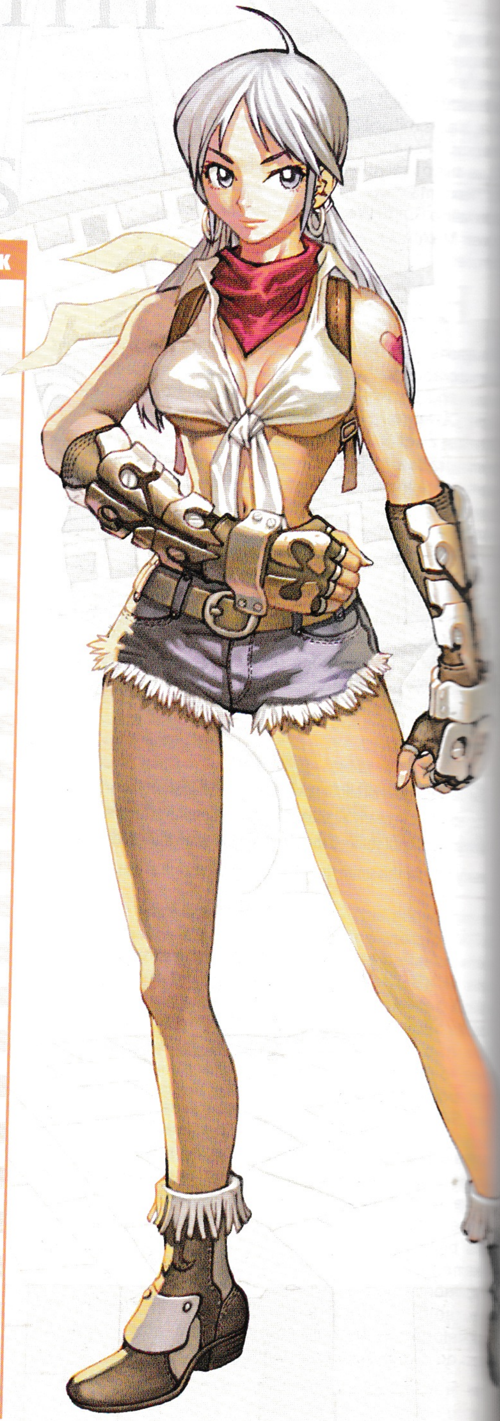
A battleforger has two sets of gear, one for fighting; and the other specifically for forging. The forging gear is all about increasing the battleforger's DEX and LUK, thus increasing his chances of successful forging. See the The Battlesmith for Battle Gear and The Pure Forger for Forging Gear.

Final Notes

Building a battleforger means walking a tightrope. Battleforgers never have skill points to spare and it seems as if there aren't enough stat points to go around, since you need to raise all your stats. But those who successfully get the balance of stats and skills just right get one of the most awesome characters in the game, able to perform spectacularly on and off the battlefield. Many a guild is led by a charismatic battleforger, and with good reason.

BLACKSMITH STAT BONUS

JOB LVL	STR	INT	VIT	DEX	AGI	LUK
1	0	0	0	1	0	0
2	0	0	0	1	0	0
3	1	0	0	1	0	0
4	1	0	0	2	0	0
5	1	0	0	2	0	0
6	1	0	0	3	0	0
7	1	0	1	3	0	0
8	2	0	1	3	0	0
9	2	0	1	4	0	0
10	2	0	1	4	0	0
11	2	0	1	4	0	1
12	2	0	1	5	0	1
13	2	0	2	5	0	1
14	2	0	2	5	0	1
15	2	0	2	5	0	1
16	3	0	2	5	0	1
17	3	0	2	5	0	1
18	3	0	2	5	0	1
19	3	0	2	6	0	1
20	3	0	3	6	0	1
21	3	1	3	6	0	1
22	3	1	3	6	0	1
23	4	1	3	6	0	1
24	4	1	3	6	0	1
25	4	1	3	6	0	1
26	4	1	3	7	0	1
27	4	1	3	8	0	1
28	4	1	3	8	0	1
29	4	1	3	8	1	1
30	4	1	3	8	1	1
31	5	1	3	8	1	1
32	5	1	4	8	1	1
33	5	1	4	8	1	1
34	5	2	4	8	1	1
35	5	2	4	8	1	1
36	5	2	4	9	1	1
37	5	2	5	9	1	1
38	5	2	5	9	2	1
39	5	2	5	10	2	1
40	5	2	5	11	2	1
41	5	2	5	11	2	1
42	5	2	5	11	2	1
43	5	2	5	11	2	1
44	6	2	5	11	2	1
45	6	2	5	11	2	1
46	6	2	5	11	2	2
47	6	2	5	12	2	2
48	6	2	5	12	2	2
49	6	2	6	12	2	2
50	6	2	6	12	2	2



FORGING G

PREPARATION:

[illegible] before you start forging o
[illegible] that you have all you
[illegible] on. Also make sure tha
[illegible] item window, not in you
[illegible] cart. It would be a great hel
[illegible] priest who will cast Bles
[illegible] you while forging since thos
[illegible] spells add to your LUK and DE
[illegible] your forging success rate

TO REFINE:

[illegible] on the mini-furnace. It woul
[illegible] better if you slot this in the
[illegible] going to be refining a whol
[illegible] Make sure you have all the
[illegible] ingredients. After double clicking
[illegible] a list of all the items you ca
[illegible] shown. Pick the one that you
[illegible] ok. It will then indicate
[illegible] a success or a failure

TO FORGE:

[illegible] better to start off with the Golden
[illegible] anvil you can afford is fine. Iron
[illegible] forging Level 1 weapons, Golden for
[illegible] hammers for level 3.
[illegible] hammer you will be using and pick the
[illegible] like to make. Make sure you have all
[illegible] need, because once you double click
[illegible] disposed off automatically. You are
[illegible] the element & the other two for
[illegible] put one Star Crumb to make the
[illegible] or two, to make it very very strong.

FORGING GUIDE

PREPARATION:

Blacksmiths, before you start forging or refining, make sure that you have all your forging equipment on. Also make sure that your anvil is in your item window, not in your kafra, nor in your cart. It would be a great help too if you have a nice priest who will cast Bless and Gloria on you while forging since those two powerful spells add to your LUK and DEX which increase your forging success rate.

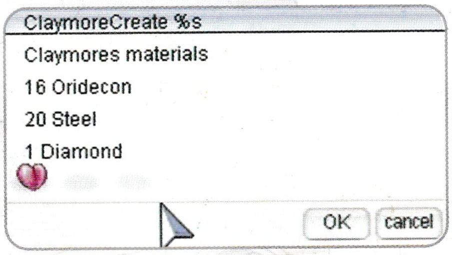
TO REFINE:

Double click on the mini-furnace. It would probably be better if you slot this in the hotkeys if you're going to be refining a whole bunch of ores. Make sure you have all the necessary ingredients. After double clicking the mini-furnace, a list of all the items you can refine will be shown. Pick the one that you want then press ok. It will then indicate whether it was a success or a failure.

TO FORGE:

If you have the zeny, better to start off with the Golden Anvil, if not, whatever anvil you can afford is fine. Iron hammers are for forging Level 1 weapons, Golden for level 2 and Oridecon hammers for level 3.

Double click the hammer you will be using and pick the weapon you would like to make. Make sure you have all the materials you need, because once you double click a hammer it will be disposed off automatically. You are given 3 slots. One for the element & the other two for the Star Crumb. You can put one Star Crumb to make the weapon very strong, or two, to make it very very strong.



ClaymoreCreate %s

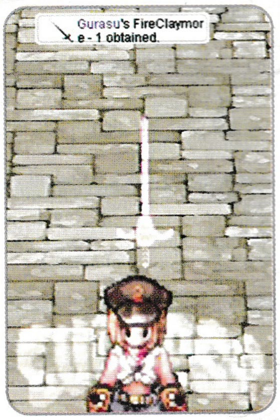
Claymores materials

16 Oridecon

20 Steel

1 Diamond

One star crumb adds +5 to attack, which will make the weapon more valuable, but it also decreases your forging success rate. Click on OK, then it will tell you if it was a Success or Failed forging. If it was failed, better level up a little more, then try again. But if it was a Success, you now have a weapon named after you!



Gurasu's FireClaymore - 1 obtained.

Once you become a blacksmith, don't get too excited and start forging already. It's better to wait to forge since the higher your level, the higher your forging success rate will be too. Start with Level 1 weaponry. When you level up some more, then you can try forging level 2, then level 3 weapons, because the items needed to make those higher level weapons (like Oridecons, Steel, etc) are a lot more expensive and it would be very disappointing if you fail.

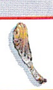
FORGING FORMULA

IRON	1 Iron Ore 1
STEEL	(5 Iron Ore) + (1 Coal) 5 + 1
STAR CRUMB	10 Star Dust 10
FLAME HEART	10 Red Blood 10
MYSTIC FROZEN	10 Crystal Blue 10
GREAT NATURE	10 Green Live 10
ROUGH WIND	10 Wind of Verdure 10
SWORD	2 Iron 2
FALCHION	30 Iron 30
BLADE	(45 Iron) + (25 Tooth of Bat) 45 + 25
LAPIER	20 Steel 20
SCIMITAR	35 Steel 35

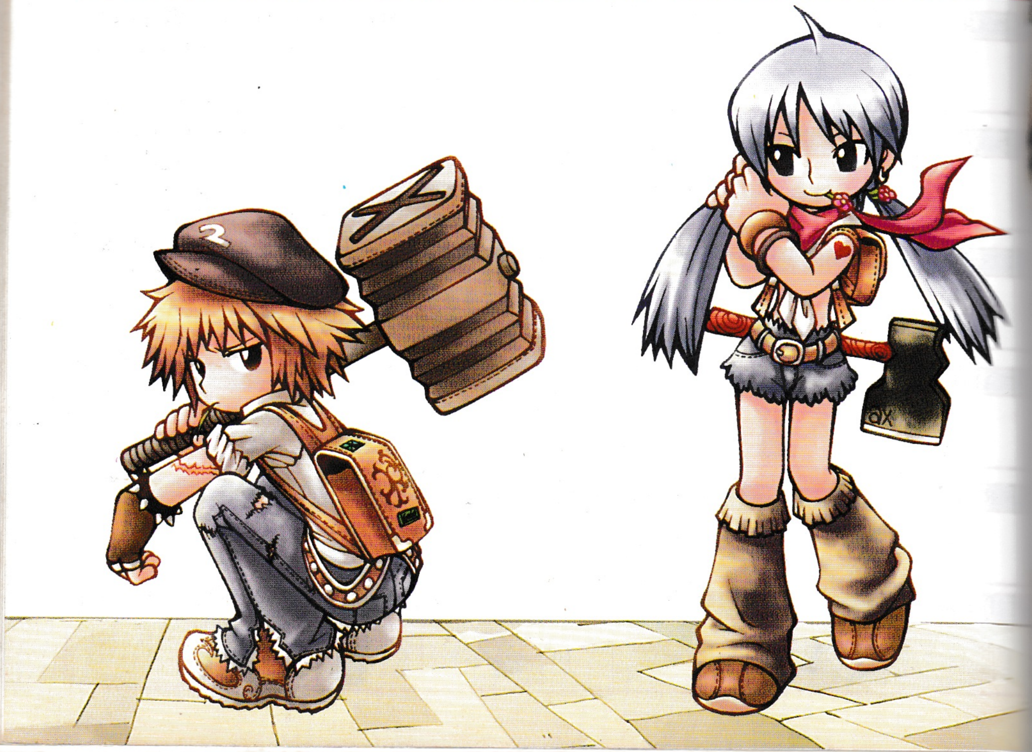
[illegible] SABER	
[illegible]	8
[illegible]	
[illegible]	
[illegible]	
[illegible]	
[illegible]	
[illegible] SWORD	
TWO-HANDED SWORD	
[illegible] SWORD	
CLAYMORE	(20 St 20
[illegible]	
[illegible]	

RING POMMEL SABER	(40 Steel) + (50 Claw of Wolf)
	40 + 50
TSURUGI	(8 Oridecon) + (15 Steel) + (1 Garnet)
	8 + 15 + 1
HAEDONGGUM	(8 Oridecon) + (10 Steel) + (1 Topaz)
	8 + 10 + 1
SABER	(8 Oridecon) + (5 Steel) + (1 Opal)
	8 + 5 + 1
FLAMBERGE	(16 Oridecon) + (1 Cursed Ruby)
	16 + 1
KATANA	(35 Iron) + (15 Horrendous Mouth)
	35 + 15
SLAYER	(25 Steel) + (20 Decayed Nail)
	25 + 20
BASTARD SWORD	45 Steel
	45
TWO-HANDED SWORD	(10 Steel) + (12 Oridecon)
	10 + 12
BROAD SWORD	(20 Steel) + (12 Oridecon)
	20 + 12
CLAYMORE	(20 Steel) + (16 Oridecon) + (1 Cracked Diamond)
	20 + 16 + 1
KNIFE	(1 Iron) + (10 Jellopy)
	1 + 10
CUTTER	25 Iron
	25

MAIN GAUCHE	50 Iron
	50
DIRK	17 Steel
	17
DAGGER	30 Steel
	30
STILETTO	40 Steel
	40
GLADIUS	(40 Steel) + (4 Oridecon) + (1 Sapphire)
	40 + 4 + 1
DAMASCUS	(60 Steel) + (4 Oridecon) + (1 Zircon)
	60 + 4 + 1
AXE	10 Iron
	10
BATTLE AXE	110 Iron
	110
HAMMER	30 Steel
	30
BUSTER	(20 Steel) + (4 Oridecon) + (30 Orc's Fang)
	20 + 4 + 30
TWO HANDED AXE	(10 Steel) + (8 Oridecon) + (1 Amethyst)
	10 + 8 + 1
CLUB	3 Iron
	3
MACE	30 Iron
	30

SMASHER 	20 Steel 20
FLAIL 	33 Steel 33
CHAIN 	45 Steel 45
MORNING STAR 	(85 Steel) + (1 2 Carat Diamond) 85 + 1
SWORD MACE 	(100 Steel) + (20 Sharp Scale) 100 + 20
STUNNER 	(120 Steel) + (1 Heroic Emblem) 120 + 1
JAVELIN 	3 Iron 3
SPEAR 	35 Iron 35
PIKE 	70 Iron 70
GUISARME 	25 Steel 25
GLAIVE 	40 Steel 40
PARTIZAN 	55 Steel 55
TRIDENT 	(10 Steel) + (8 Oridecon) + (5 Aquamarine) 10 + 8 + 5

LANCE 	(12 Oridecon) + (3 Ruby) + (2 Evil Horn) 12 + 3 + 2
WAGHNAK 	(160 Iron) + (1 Pearl) 160 + 1
KNUCKLE DUSTER 	50 Steel 50
HORA 	65 Steel 65
FIST 	(4 Oridecon) + (10 Ruby) 4 + 10
CLAW 	(8 Oridecon) + (10 Topaz) 8 + 10
FINGER 	(4 Oridecon) + (10 Opal) 4 + 10



SWORDSMA

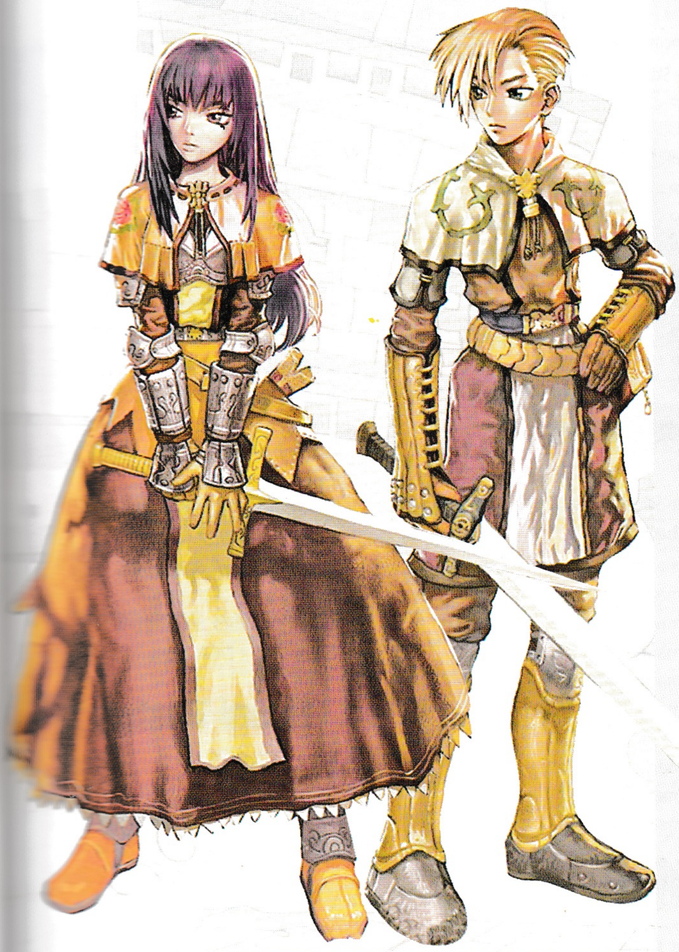
BECOMING

[illegible] Job LV9 as a novice, head towards the [illegible]. There the Swordsman's Guild can be fo [illegible] the desk. He will ask a few questions and if all [illegible] to the Testing Grounds by talking to the Guardsman by [illegible] minutes is allotted and success mea

WHAT TO DO

[illegible] talk to the head of the Swordsman As [illegible] in the West of Izlude

SWORDSMAN



The most basic of fighter classes, the master of melee combat. The Midgard Swordsman is a close-combat specialist capable of using a wide variety of weaponry. Being the steadfast frontline of armies and adventuring parties, only the bravest and headstrong dare to enter their ranks. Having a high defensive rating stemming from the ability to wear many types of armor. Capable of wearing heavy plate armor not allowed any other class. Able to heal faster than most other characters, the swordsman is the first to jump into the fray, and usually the last man standing in a lost cause.

On the onset, the basic Swordsman will have to choose which type of sword to specialize in while keeping the future knight build in mind. Swordsmen mostly concentrate on dealing out vast amounts of damage while being to able to take punishment too.

BECOMING A SWORDSMAN

After obtaining Job LV9 as a novice, head towards the satellite town of Izlude, which is a little off to the Southeast of Prontera. There the Swordsman's Guild can be found. Apply to become a Swordsman to the big NPC right behind the desk. He will ask a few questions and if all the requirements have been satisfied, please then proceed to the Testing Grounds by talking to the Guardsman by the left door. Inside lies the test for becoming a Swordsman. A time limit of 3 minutes is allotted and success means a new Swordsman is made.

WHAT TO DO	REQUIREMENT
Go to Izlude and talk to the head of the Swordsman Association (izlude_in 74 172) in the West of Izlude	Pass the 3 courses in the test within 10 minutes

SWORDSMAN SKILLS

[Offensive] Bash

Bash enables the Swordsman to do a large amount of damage in a single attack against an enemy. The amount of SP used in this skill also increases as the Skill level increases.

Lv. 1	Damage: 130% SP - 8
Lv. 2	Damage: 160% SP - 8
Lv. 3	Damage: 190% SP - 8
Lv. 4	Damage: 220% SP - 8
Lv. 5	Damage: 250% SP - 15
Lv. 6	Damage: 280% SP - 15
Lv. 7	Damage: 310% SP - 15
Lv. 8	Damage: 340% SP - 15
Lv. 9	Damage: 370% SP - 15
Lv. 10	Damage: 400% SP - 15

[Passive] Two-Handed Sword Mastery

Increase Two-Handed Sword Damage.
+ 4 Damage per Level, not + 5. Same as Sword Mastery.

Requirement: Sword Mastery Level 1

Lv. 1	2 Hand Sword Damage + 4
Lv. 2	2 Hand Sword Damage + 8
Lv. 3	2 Hand Sword Damage + 12
Lv. 4	2 Hand Sword Damage + 16
Lv. 5	2 Hand Sword Damage + 20
Lv. 6	2 Hand Sword Damage + 24
Lv. 7	2 Hand Sword Damage + 28
Lv. 8	2 Hand Sword Damage + 32
Lv. 9	2 Hand Sword Damage + 36
Lv. 10	2 Hand Sword Damage + 40

[Supportive] Endure

User will not flinch from enemy attacks. Costs 10 SP.

Requirement: Provoke Level 5

Lv. 1	10 Second Duration
Lv. 2	13 Second Duration
Lv. 3	16 Second Duration
Lv. 4	19 Second Duration
Lv. 5	22 Second Duration
Lv. 6	25 Second Duration
Lv. 7	28 Second Duration
Lv. 8	31 Second Duration
Lv. 9	34 Second Duration
Lv. 10	37 Second Duration

[Supportive] Provoke

Provoke taunts the enemy, luring him towards you. [illegible] also lowers the enemy's defense at the cost of [illegible] rage allowing him to deal more damage.

Lv. 1	Enemy's Attack STR +2% Enemy's Vit DEF -10%
Lv. 2	Enemy's Attack STR +4% Enemy's Vit DEF -15%
Lv. 3	Enemy's Attack STR +6% Enemy's Vit DEF -20%
Lv. 4	Enemy's Attack STR +8% Enemy's Vit DEF -25%
Lv. 5	Enemy's Attack STR +10% Enemy's Vit DEF -30%
Lv. 6	Enemy's Attack STR +12% Enemy's Vit DEF -35%
Lv. 7	Enemy's Attack STR +14% Enemy's Vit DEF -40%
Lv. 8	Enemy's Attack STR +16% Enemy's Vit DEF -45%
Lv. 9	Enemy's Attack STR +18% Enemy's Vit DEF -50%
Lv. 10	Enemy's Attack STR +20% Enemy's Vit DEF -55%

[Passive] Sword Mastery

Increase One-Handed Sword Damage.

Lv. 1	Sword Damage + 4
Lv. 2	Sword Damage + 8
Lv. 3	Sword Damage + 12
Lv. 4	Sword Damage + 16
Lv. 5	Sword Damage + 20
Lv. 6	Sword Damage + 24
Lv. 7	Sword Damage + 28
Lv. 8	Sword Damage + 32
Lv. 9	Sword Damage + 36
Lv. 10	Sword Damage + 40

The bonuses for Weapon Masteries are [illegible] multiplied with regards to skills.

[Passive] Fatal Blow

Has a chance to cause Stun to the target when using Bash Level [illegible] above 5% Bash 6, 10% Bash 7, 15% Bash 8, 20% Bash 9, 25% Bash [illegible]

Stun % based on Bash Level.

[illegible] Increase HP Recovery

[illegible] while sitting down or standing still.

[illegible]	HP + 5 Every 10 Secs
[illegible]	HP + 10 Every 10 Secs
[illegible]	HP + 15 Every 10 Secs
[illegible]	HP + 20 Every 10 Secs
[illegible]	HP + 25 Every 10 Secs
[illegible]	HP + 30 Every 10 Secs
[illegible]	HP + 35 Every 10 Secs
[illegible]	HP + 40 Every 10 Secs
[illegible]	HP + 45 Every 10 Secs
[illegible]	HP + 50 Every 10 Secs

[illegible] of HP recovered is influenced [illegible] character's VIT stat and their Base [illegible] also increases the amount [illegible] done by potions by 10% more [illegible]

[Offensive] Magnum Break

[illegible] damage in a wide area of attack.

[illegible]: Bash Level 5 SP cost 15

[illegible]	120% Target / 70% Splash
[illegible]	125% Target / 75% Splash
[illegible]	130% Target / 80% Splash
[illegible]	135% Target / 85% Splash
[illegible]	140% Target / 90% Splash
[illegible]	145% Target / 95% Splash
[illegible]	150% Target / 100% Splash
[illegible]	155% Target / 105% Splash
[illegible]	160% Target / 110% Splash
[illegible]	165% Target / 115% Splash

[illegible] the most damage while [illegible] opponents receive around [illegible]

[illegible] HP Recovery While Moving

[illegible] moving.

[illegible] of HP recovered is about 25% [illegible] HP while sitting.

[Passive] Berserk

[illegible] automatically when user's HP goes below 25%.

[illegible] when the HP goes over 26%

[Passive] Increase HP Recovery

Restores lost HP while sitting down or standing still.

Lv. 1	HP + 5 Every 10 Secs
Lv. 2	HP + 10 Every 10 Secs
Lv. 3	HP + 15 Every 10 Secs
Lv. 4	HP + 20 Every 10 Secs
Lv. 5	HP + 25 Every 10 Secs
Lv. 6	HP + 30 Every 10 Secs
Lv. 7	HP + 35 Every 10 Secs
Lv. 8	HP + 40 Every 10 Secs
Lv. 9	HP + 45 Every 10 Secs
Lv. 10	HP + 50 Every 10 Secs

The amount of HP recovered is influenced by the character's VIT stat and their Base Level. This skill also increases the amount of healing done by potions by 10% more per level.

[Offensive] Magnum Break

Deals fire elemental damage in a wide area of attack.

Requirement: Bash Level 5 SP cost 15

Lv. 1	120% Target / 70% Splash
Lv. 2	125% Target / 75% Splash
Lv. 3	130% Target / 80% Splash
Lv. 4	135% Target / 85% Splash
Lv. 5	140% Target / 90% Splash
Lv. 6	145% Target / 95% Splash
Lv. 7	150% Target / 100% Splash
Lv. 8	155% Target / 105% Splash
Lv. 9	160% Target / 110% Splash
Lv. 10	165% Target / 115% Splash

The target receives the most damage while the surrounding opponents receive around half the damage.

[Passive] HP Recovery While Moving

Restores HP even when moving.

The amount of HP recovered is about 25% of the recovered HP while sitting.

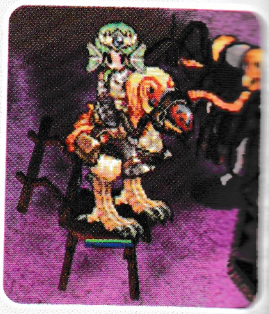
[Passive] Berserk

Initiates Level 10 Provoke automatically when user's HP goes below 25%. This status is cancelled when the HP goes over 26%

SWORDSMAN STAT BONUS

JOB LVL	STR	INT	VIT	DEX	AGI	LUK
1	0	0	0	0	0	0
2	1	0	0	0	0	0
3	1	0	0	0	0	0
4	1	0	0	0	0	0
5	1	0	0	0	0	0
6	1	0	1	0	0	0
7	1	0	1	0	0	0
8	1	0	1	0	0	0
9	1	0	1	0	0	0
10	1	0	1	1	0	0
11	1	0	1	1	0	0
12	1	0	1	1	0	0
13	1	0	1	1	0	0
14	2	0	1	1	0	0
15	2	0	1	1	0	0
16	2	0	1	1	0	0
17	2	0	1	1	0	0
18	2	0	2	1	0	0
19	2	0	2	1	0	0
20	2	0	2	1	0	0
21	2	0	2	1	0	0
22	2	0	2	2	0	0
23	2	0	2	2	0	0
24	2	0	2	2	0	0
25	2	0	2	2	0	0
26	2	0	2	2	0	1
27	2	0	2	2	0	1
28	2	0	2	2	0	1
29	2	0	2	2	0	1
30	2	0	2	2	1	1
31	2	0	2	2	1	1
32	2	0	2	2	1	1
33	3	0	2	2	1	1
34	3	0	2	2	1	1
35	3	0	2	2	1	1
36	3	0	2	3	1	1
37	3	0	2	3	1	1
38	3	0	3	3	1	1
39	3	0	3	3	1	1
40	4	0	3	3	1	1
41	4	0	3	3	1	1
42	4	0	4	3	1	1
43	4	0	4	3	1	1
44	4	0	4	3	1	2
45	4	0	4	3	1	2
46	4	0	4	3	2	2
47	5	0	4	3	2	2
48	5	0	4	3	2	2
49	6	0	4	3	2	2
50	7	0	4	3	2	2

KNIGHT



The Knight Job Class represents the next level of progression for the Swordsman. Although the majority of the Knight's skills are geared in the improvement of Spear-class weapons there are also several skills which add to the combat effectiveness of Knights who chose to specialize in the other classes of weaponry.

BECOMING A KNIGHT

LOCATION	PERSON	REQUIREMENT
prt_in 88 101	Talk to Knight Master Herman	
prt_in 75 107	Talk to Andrew Shylock	If you are Job Level 50 you'll skip this test. Collect one of the two lists of items: 5 Elder Pixie's Beards 5 Wing of Red Bat 5 'Orcish Vouchers 5 'Moth Dusts 5 'Wild Boar's Manes OR 5 Short Legs 5 Maneater Blossoms 5 Clam Flesh 5 Old Frying Pans 5 Snail's Shell
prt_in 71 91	Talk to James Syracuse	He will give you a lecture about a knight and ask you questions in the middle of lecture
prt_in 79 94	Talk to Windsor Benedict	You should beat monsters with higher level than you or same level as you.
prt_in 69 107	Talk to Amy Beatrice	She tells you a story and gives questions about etiquettes in game in the middle of story
prt_in 70 99	Talk to Edmond Gloucester	Practice meditation in the room full of non-aggressive monsters.
prt_in 87 92	Talk to Prospero Gray	Job Interview – Ask you if you are qualified to be a knight.
prt_in 88 101	Finally talk to Knight Master Hermann	Complete the other quests in turn

KNIG

[Passive] Peco Peco Ride

Peco Peco Ride represents basic skill in riding PecoPecos. You can rent the birds at the Prontera Chivalry.

Requirement: Endure Level 1

[Passive] Cavalier Master

Cavalier Mastery increases your Attack Speed while mounted.

Requirement: Peco Peco Ride Level 1

Lv. 1	Speed 60%
Lv. 2	Speed 70%
Lv. 3	Speed 80%
Lv. 4	Speed 90%
Lv. 5	Speed 100%

[Offensive] Counter Attack

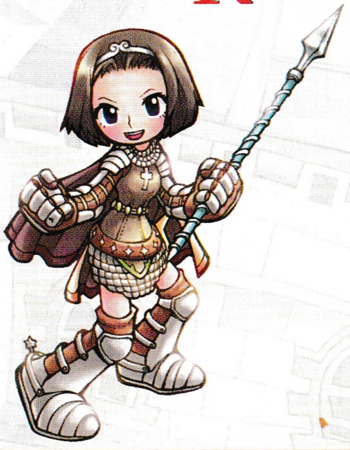
Counter Attack parries and enemy's strike and simultanously launches a potent melee strike at the opponent. Costs 2 SP.

Requirement: Two handed Sword Mastery Level 1

Lv. 1	Standby 0.3 Secs
Lv. 2	Standby 0.6 Secs
Lv. 3	Standby 0.9 Secs
Lv. 4	Standby 1.2 Secs
Lv. 5	Standby 1.5 Secs

This melee strike ignores the opponent's defense, has double chances to score a Critical Hit, and attacks as if your Hit was 20 points higher.

KNIGHT SKILLS



[Passive] Peco Peco Ride

PecoPeco Ride represents basic skill in riding PecoPecos. You can rent the birds at the Prontera Chivalry.

Requirement: Endure Level 1

[Passive] Cavalier Master

Cavalier Mastery increases your Attack Speed while mounted.

Requirement: Peco Peco Ride Level 1

Lv. 1	Speed 60%
Lv. 2	Speed 70%
Lv. 3	Speed 80%
Lv. 4	Speed 90%
Lv. 5	Speed 100%

[Offensive] Counter Attack

Counter Attack parries and enemy's strike and simultanously launches a potent melee strike at the opponent. Costs 2 SP.

Requirement: Two handed Sword Mastery Level 1

Lv. 1	Standby 0.3 Secs
Lv. 2	Standby 0.6 Secs
Lv. 3	Standby 0.9 Secs
Lv. 4	Standby 1.2 Secs
Lv. 5	Standby 1.5 Secs

This melee strike ignores the opponent's defense, has double chances to score a Critical hit, and attacks as if your Hit was 20 points higher.

[Passive] Spear Mastery

Spear Mastery increases damage dealt by spear class weapons. The bonus is bigger if the user is mounted on a PecoPeco

Lv. 1	Off Peco + 4 On Peco + 5
Lv. 2	Off Peco + 8 On Peco + 10
Lv. 3	Off Peco + 12 On Peco + 15
Lv. 4	Off Peco + 16 On Peco + 20
Lv. 5	Off Peco + 20 On Peco + 25
Lv. 6	Off Peco + 24 On Peco + 30
Lv. 7	Off Peco + 28 On Peco + 35
Lv. 8	Off Peco + 32 On Peco + 40
Lv. 9	Off Peco + 36 On Peco + 45
Lv. 10	Off Peco + 49 On Peco + 50

[Offensive] Pierce

Pierce is a multiple hit attack; Pierce hits a small target once, a medium target twice, and a large target three times. This skill can only be used with Spear Class Weapons

Requirement: Spear Mastery Level 1

Lv. 1	Damage 110% SP - 7
Lv. 2	Damage 120% SP - 7
Lv. 3	Damage 130% SP - 7
Lv. 4	Damage 140% SP - 7
Lv. 5	Damage 150% SP - 7
Lv. 6	Damage 160% SP - 7
Lv. 7	Damage 170% SP - 7
Lv. 8	Damage 180% SP - 7
Lv. 9	Damage 190% SP - 7
Lv. 10	Damage 200% SP - 7

Despite its ability to hit multiple times, Pierce only counts as 1 hit.

[Offensive] Spear Boomerang

Spear boomerang allows you to make a ranged attack with a Spear Class weapon. Costs 10 SP.

Requirement: Pierce Level 3

Lv. 1	Range: 3 Cells / Damage 150%
Lv. 2	Range: 5 Cells / Damage 200%
Lv. 3	Range: 7 Cells / Damage 250%
Lv. 4	Range: 9 Cells / Damage 300%
Lv. 5	Range: 11 Cells / Damage 350%

Spear Boomerang has a slight casting delay after being used.

[Offensive] Spear Stab

Spear Stab knocks one enemy back while simultaneously damaging it and other nearby enemies. This Skill can only be used with Spear Class Weapons. Costs 9 SP to use

Requirement: Pierce Level 5

Lv. 1	Damage 115% 6 Cell Shove Range
Lv. 2	Damage 130% 6 Cell Shove Range
Lv. 3	Damage 145% 6 Cell Shove Range
Lv. 4	Damage 160% 6 Cell Shove Range
Lv. 5	Damage 175% 6 Cell Shove Range
Lv. 6	Damage 190% 6 Cell Shove Range
Lv. 7	Damage 205% 6 Cell Shove Range
Lv. 8	Damage 220% 6 Cell Shove Range
Lv. 9	Damage 235% 6 Cell Shove Range
Lv. 10	Damage 250% 6 Cell Shove Range

Spear Stab has a very small area of effect. It can damage and knock back a group of monsters if they are close together

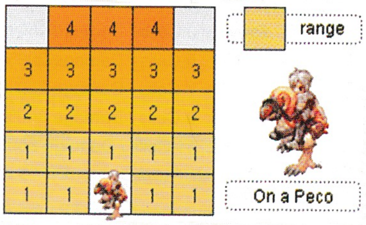
[Offensive] Brandish Spear

Brandish Spear is the most powerful spear based attack available to knights. This Skill can only be used when mounted on a Peco-Peco and wielding a spear class weapon. Damage is diminished the farther away the target is. Follow the 600% info.

Requirement: Spear Stab Level 3 and PecoPeco Ride Level 1.

Lv. 1	Damage 150% Range 1
Lv. 2	Damage 200% Range 1
Lv. 3	Damage 250% Range 1
Lv. 4	Damage 300% Range 1 + 2
Lv. 5	Damage 350% Range 1 + 2
Lv. 6	Damage 400% Range 1 + 2
Lv. 7	Damage 450% Range 1 + 2 + 3
Lv. 8	Damage 500% Range 1 + 2 + 3
Lv. 9	Damage 550% Range 1 + 2 + 3
Lv. 10	Damage 600% Range 1 + 2 + 3 + 4

One second casting time has been implemented. DEX affects the casting delay. The skill can not be cancelled if the caster is hit while casting.



[Supportive] Two-Hand Quicken

Improves your attack speed with a two handed sword for a limited time only. It will only work with two handed swords and no other weapons.

Requirement: Two Handed Sword Mastery Level 5

Lv. 1	Duration 30 seconds, SP Cost 14
Lv. 2	Duration 60 seconds, SP Cost 18
Lv. 3	Duration 90 seconds, SP Cost 22
Lv. 4	Duration 120 seconds, SP Cost 26
Lv. 5	Duration 150 seconds, SP Cost 30
Lv. 6	Duration 180 seconds, SP Cost 34
Lv. 7	Duration 210 seconds, SP Cost 38
Lv. 8	Duration 240 seconds, SP Cost 42
Lv. 9	Duration 270 seconds, SP Cost 46
Lv. 10	Duration 300 seconds, SP Cost 50

The ASPD bonus from Two-Hand Quicken is consistent regardless of skill level. Higher levels of Two-Hand Quicken merely increases the duration of the skill

[Offensive] Bowling Bash

A Bowling Bash blow unleashes an invisible [illegible] force around it's target that slams opponents into the ground and each other.

Requirement: Bash Level 10, Two-handed Sword Mastery Level 5, Two-hand Quicken Level 10, Magnum Break Level 3 and Counter Attack Level 5

Lv. 1	Damage 150% SP - 13
Lv. 2	Damage 200% SP - 14
Lv. 3	Damage 250% SP - 15
Lv. 4	Damage 300% SP - 16
Lv. 5	Damage 350% SP - 17
Lv. 6	Damage 400% SP - 18
Lv. 7	Damage 450% SP - 19
Lv. 8	Damage 500% SP - 20
Lv. 9	Damage 550% SP - 21
Lv. 10	Damage 600% SP - 22

One second casting time has been implemented. DEX affects the casting delay, the skill can not be cancelled if the caster is hit while casting.

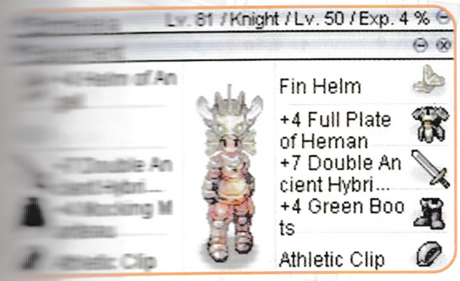
THE AGI KNIGHT

The Sword Knight

Really high attack speed using the two-handed sword is the focus of the AGI Knight. An AGI Knight is a character that leaves the assassin's [illegible] eating dust. How can one go wrong with a [illegible] that can attack at high speed, dodge enemy [illegible] massive amounts of damage and still have [illegible] rating? This is what an AGI Knight is all about.

The AGI Knight Stats

The AGI Knight concentrates on the AGI stat, working to [illegible] right amount of attack speed and flee rate to [illegible]. With the proper balance between AGI and STR, [illegible] prove just how easy hack and slash in RO is.



Lv. 81 / Knight / Lv. 50 / Exp. 4 %

+4 Helm of An[illegible]

+7 Double Ancient Hybri...

+4 Mocking Manteau

Athletic Clip

Fin Helm

+4 Full Plate of Heman

+7 Double Ancient Hybri...

+4 Green Boots

Athletic Clip

The AGI Knight Skills

The swordsman that wants to become an AGI Knight [illegible] concentrate on the skill Two-hand Mastery. This will provide the basis for damage dealing capability. [illegible] try to get Two-hand Quicken to the maximum [illegible] as soon as possible. Focus on getting the prerequisite skills for Bowling Bash soon afterwards. This coupled with both high AGI and STR values, will [illegible] make for a lean, mean fighting machine.

The AGI Knight Equipment

The AGI Knight's equipment revolves around boosting [illegible] AGI and STR.

Headgear: Sakkat, Evil Wing, Angel Wing or the Angel [illegible]. Both the Fin Helm and Iron Cain are favored HG equipment since these are Swordsman only items.

Armor: Full Plate or Chain Mail compounded with the Thief Bug or Steel Chonchon cards

Garments: Mocking Manteau

Shoes: Boots compounded with Verit, Matyr or Male Thief Bug cards

Accessories: Clip of Counter, Athletic Clips, Clip of [illegible]

Weaponry: Slayer, Bastard and Two-Handed Sword compounded with Soldier Skeleton, Hydra, Sidewinder, Mummy and Goblin Cards

Final Notes

[illegible] is all about the speed. If you want to have the speed of an [illegible] while enjoying the HP regen of the Swordsman, the AGI knight [illegible]

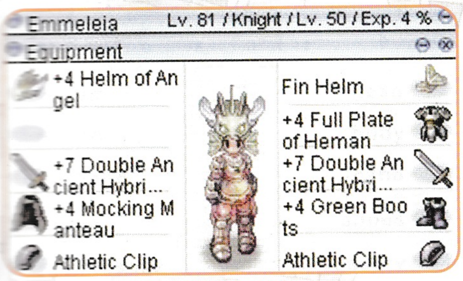
THE AGI KNIGHT

The Sword Knight

Really high attack speed using the two-handed sword is the focus of the AGI Knight. An AGI Knight is a character that leaves the assassin's attack speed eating dust. How can one go wrong with a character that can attack at high speed, dodge enemy attacks, deal massive amounts of damage and still have great DEF rating? This is what an AGI Knight is all about.

The AGI Knight Stats

The AGI Knight concentrates on the AGI stat, working to get the right amount of attack speed and flee rate to survive. With the proper balance between AGI and STR, this build will prove just how easy hack and slash in RO is.



Emmeleia Lv. 81 / Knight / Lv. 50 / Exp. 4 %

Equipment

+4 Helm of Angel	Fin Helm
	+4 Full Plate of Heman
+7 Double Ancient Hybri...	+7 Double Ancient Hybri...
+4 Mocking Manteau	+4 Green Boots
Athletic Clip	Athletic Clip

The AGI Knight Skills

The swordsman that wants to become an AGI Knight will have to concentrate on the skill Two-hand Mastery. This will provide the basis for damage dealing capability. As a Knight, try to get Two-hand Quicken to the maximum level as soon as possible. Focus on getting the prerequisite skills for Bowling Bash soon afterwards. This, coupled with both high AGI and STR values, will surely make for a lean, mean fighting machine.

The AGI Knight Equipment

The AGI Knight's equipment revolves around boosting DEF, AGI and STR.

- Headgear: Sakkat, Evil Wing, Angel Wing or the Angel Helm. Both the Fin Helm and Iron Cain are favored HG equipment since these are Swordsman only items.
- Armor: Full Plate or Chain Mail compounded with the Thief Bug or Steel Chonchon cards
- Garments: Mocking Manteau
- Shoes: Boots compounded with Verit, Matyr or Male Thief Bug cards
- Accessories: Clip of Counter, Athletic Clips, Clip of Flash
- Weaponry: Slayer, Bastard and Two-Handed Sword compounded with Soldier Skeleton, Hydra, Sidewinder, Mummy and Goblin Cards

Final Notes

The AGI knight is all about the speed. If you want to have the speed of an Assassin while enjoying the HP regen of the Swordsman, the AGI knight is for you.

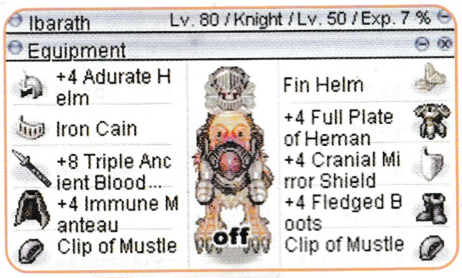
THE VIT KNIGHT

The SPEAR Knight

The VIT Knight specializes in absorbing tremendous amounts of punishment while dealing massive damage at the same time. This makes the VIT Knight the ideal frontline for any party.

The VITKnight Stats

When building a VIT Knight, focus on both STR and VIT. STR is a stat most needed to level up a knight. The usual mistake is going overboard when pumping up VIT. A lack of STR may lead to a lack of progress in gaining XP.



Ibarath Lv. 80 / Knight / Lv. 50 / Exp. 7 %

Equipment

+4 Adurate Helm	Fin Helm
Iron Cain	+4 Full Plate of Heman
+8 Triple Ancient Blood...	+4 Cranial Mirror Shield
+4 Immune Manteau	+4 Fledged Boots
Clip of Mustle	Clip of Mustle

The VIT Knight Skills

This build concentrates more on spear skills over the sword skills learned as a swordsman. With the spear, the VIT Knight can deal ranged attacks using Spear Boomerang, deal out mass damage with Brandish Spear or push back opponents with Spear Stab. Most builds for the VIT knight would rather specialize with one-handed spears over the two-handed variants in favor of using a shield for added DEF.

The VIT Knight Equipment

- Headgear: The Adurate (Deviruchi Card) Helm is a favorite of most VIT Knights, Corsair or Majestic Goat
- Armor: Full Plate or Chain Mail. The Savage and Steel ChonChon Cards are the favored armor compounded cards.
- Accessory: Clips of Muscle (Mantis), Double Forced Clips (Tarou), Ring or Necklace
- Weapon: A VIT Knight would have to choose from either a One-Handed or a Two-Handed Spear. The 4 Slot Pike is the most favored One-Handed Spear while those that prefer a Two-Handed Spear go for the 3 Slot Trident. Properly carded, these weapon would have variants such as the Quadruple Bloody Pike (Hydra), Triple Ancient Bloody Pike (Mummy, Hydra), Quadruple Clamorous Pike (Goblin), Quadruple Insecticide Pike (Caramel), etc.
- Shield: A set of Slotted Shields would require the Thara Frog, Orc Warrior, Sky Petite, Bigfoot and Khalitzburg Cards.
- Garment: The Immune Manteau (Reydric)
- Shoes: Either the Verit or Matyr Cards go with the Boots.

KNIGHT STAT BONUS

JOB LVL	STR	INT	VIT	DEX	AGI	LUK
1	0	0	1	0	0	0
2	0	0	1	0	0	0
3	0	0	2	0	0	0
4	1	0	2	0	0	0
5	1	0	2	0	0	1
6	1	0	2	0	0	1
7	1	0	2	0	0	1
8	1	0	3	0	0	1
9	1	0	3	0	0	1
10	2	0	3	0	0	1
11	2	0	3	1	0	1
12	2	0	4	1	0	1
13	2	0	4	1	1	1
14	2	0	4	1	1	1
15	3	0	4	1	1	1
16	3	0	4	1	1	1
17	3	0	5	1	1	1
18	3	0	6	1	1	1
19	3	0	6	2	1	1
20	3	0	6	2	1	2
21	4	0	6	2	1	2
22	4	0	6	2	1	2
23	4	0	7	2	1	2
24	4	0	7	2	1	2
25	4	0	7	2	1	2
26	4	0	7	2	1	2
27	5	0	7	2	1	2
28	5	0	7	2	1	3
29	5	0	8	2	1	3
30	5	0	8	2	1	3
31	5	0	8	3	1	3
32	5	0	8	3	1	3
33	6	0	8	3	1	3
34	6	0	8	3	1	3
35	6	0	8	3	1	3
36	6	0	9	3	1	3
37	6	0	9	3	1	4
38	6	0	9	3	2	4
39	6	0	9	3	2	4
40	6	0	9	4	2	4
41	6	0	9	4	2	4
42	6	0	9	4	2	4
43	6	0	10	4	2	4
44	6	0	10	4	2	4
45	6	0	10	4	2	4
46	7	0	10	4	2	4
47	8	0	10	4	2	4
48	8	0	10	5	2	4
49	8	0	10	6	2	4
50	8	0	10	6	2	4

THIEF

BECOMING

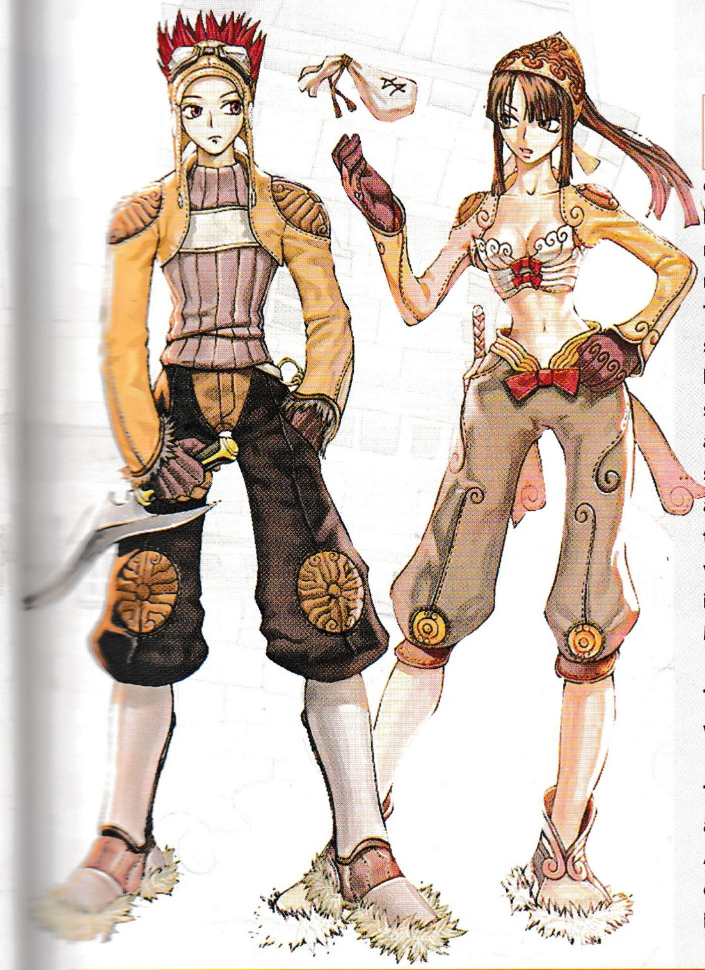
WHAT TO DO

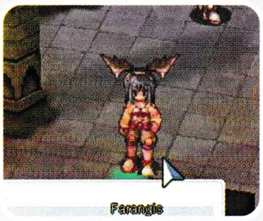
Go to the Thieves Guild in Basement 1 of the Pyramid
Thief Guide NPC (moc_prydb1 39 129). She will tell
points worth of mushrooms.

Go back to moc_ruins and talk to the Bogus Man (moc_
on that map. He will send you to the farm where you m
mushrooms. When you have 25 points of mushrooms
Thieves Guild.

AGI	LUK
0	0
0	0
0	0
0	0
0	1
0	1
0	1
0	1
0	1
0	1
0	1
0	1
1	1
1	1
1	1
1	1
1	1
1	1
1	1
1	2
1	2
1	2
1	2
1	2
1	2
1	2
1	2
1	3
1	3
1	3
1	3
1	3
1	3
1	3
1	3
1	3
1	4
2	4
2	4
2	4
2	4
2	4
2	4
2	4
2	4
2	4
2	4
2	4
2	4
2	4

THIEF





With sleight of hand and fleet of foot, the thieves of Midgard fancy themselves as hopeless romantics who do not mind if a quick zeny or two is made at the expense of others. Thieves are agile combat support specialists that excel at hindering their enemies and stealing their items rather than attacking directly. Thieves specialize in pinpoint attacks and stealth. Their unique ability to steal items from unwary victims have annoyed more than its share of the denizens of Midgard.

Thief builds usually start out with 9 STR, 9 AGI, and 9 DEX.

The most important thief skills are Improve Dodge and Double Attack. Hide is also useful. Steal can be important, but only after higher levels are obtained.

BECOMING A THIEF

WHAT TO DO	REQUIREMENT
Go to the Thieves Guild in Basement 1 of the Pyramid and talk to the Thief Guide NPC (moc_prydb1 39 129). She will tell you to find 25 points worth of mushrooms.	25 points worth of the following mushrooms: Orange Gooey Mushroom - 1 point. Orange Net Mushroom - 3 points.
Go back to moc_ruins and talk to the Bogus Man (moc_ruins 141 125) on that map. He will send you to the farm where you must collect the mushrooms. When you have 25 points of mushrooms return to the Theives Guild.	

THIEF SKILLS

[Passive] Double Attack

A thief makes two quick attacks with a right hand dagger. It will help increase the damage done by the off-hand of the Assassin when using a Katar-type weapon.

Lv. 1	05% Chance/+ 02% Off-hand Katar Dmg
Lv. 2	10% Chance/+ 04% Off-hand Katar Dmg
Lv. 3	15% Chance/+ 06% Off-hand Katar Dmg
Lv. 4	20% Chance/+ 08% Off-hand Katar Dmg
Lv. 5	25% Chance/+ 10% Off-hand Katar Dmg
Lv. 6	30% Chance/+ 12% Off-hand Katar Dmg
Lv. 7	35% Chance/+ 14% Off-hand Katar Dmg
Lv. 8	40% Chance/+ 16% Off-hand Katar Dmg
Lv. 9	45% Chance/+ 18% Off-hand Katar Dmg
Lv. 10	50% Chance/+ 20% Off-hand Katar Dmg

The speed of the Thief's dagger is such that it might appear that the thief is landing two blows with one attack when using Dagger-type weapons. All multiple hit attacks like Double Attack count as one attack

[Passive] Improve Dodge

Increased flee rate

Lv. 1	+ 3 Flee
Lv. 2	+ 6 Flee
Lv. 3	+ 9 Flee
Lv. 4	+ 12 Flee
Lv. 5	+ 15 Flee
Lv. 6	+ 18 Flee
Lv. 7	+ 21 Flee
Lv. 8	+ 24 Flee
Lv. 9	+ 27 Flee
Lv. 10	+ 30 Flee

[Supportive] Steal

Steal will allow a Thief to grab one item from a non-MVP monster if he is successful. You can only steal from each monster once.

10 Levels

Non-aggressive monsters do not become aggressive if stolen from and stealing from a monster will not affect that monster's normal drops. Steal is based on Dex. The higher it is, the better chances of Stealing.

[Supportive] Hiding

This skill allows the Thief to vanish from sight.

Requirement: Level 5 Steal

Lv. 1	Duration + 30 Secs
Lv. 2	Duration + 60 Secs
Lv. 3	Duration + 90 Secs
Lv. 4	Duration + 120 Secs
Lv. 5	Duration + 150 Secs
Lv. 6	Duration + 180 Secs
Lv. 7	Duration + 210 Secs
Lv. 8	Duration + 240 Secs
Lv. 9	Duration + 270 Secs
Lv. 10	Duration + 300 Secs

Insects, Demons and MVP monsters can easily detect a hidden Thief.

[Supportive] Detoxify

Detoxify removes poisoned status effect. Costs 10 SP.

Requirement: Envenom Level 3

[Supportive] Back Slide

Instantly moves the user back 5 cells behind from the current position. Costs 7 SP

Thieves can Back Slide out of traps.

[Supportive] Find Stone

Finds stones from the ground. Casting Time is 0.5 Seconds

Costs 2 SP

If the user's weight is over 50%, this skill can not be used.

THIEF SKILLS

[Offensive] Envenom

This skill allows the Thief to use a Poison Element attack against his enemies. It will enhance his damage and it has a chance to poison his target as well. Costs 12 SP per use.

Lv. 1	115% Poison Damage
Lv. 2	130% Poison Damage
Lv. 3	145% Poison Damage
Lv. 4	160% Poison Damage
Lv. 5	175% Poison Damage
Lv. 6	190% Poison Damage
Lv. 7	205% Poison Damage
Lv. 8	220% Poison Damage
Lv. 9	235% Poison Damage
Lv. 10	250% Poison Damage

The poison effect causes an enemy to have 25% reduced defence for initial 20 seconds. During the time an enemy is poisoned, his HP is drained at 2% rate up till the poison wears off or his HP is at 25% of his total.

[Offensive] Throw Sand

Attacks the enemy with Earth property and has a 15% chance of casting Blind. Costs 9 SP.

[Offensive] Throw Stone

Attacks an enemy from a distance using stones that users [illegible] using the Find Stone skill. Casting Time 1 Second.

Costs 2 SP

Requires the user to use the Skill Find Stone first.

ATK 30 Range 7 Cells

Has a 5% chance to Stun enemies.

g

nt.

can

ify

osts 10 SP.

vel 3

ide

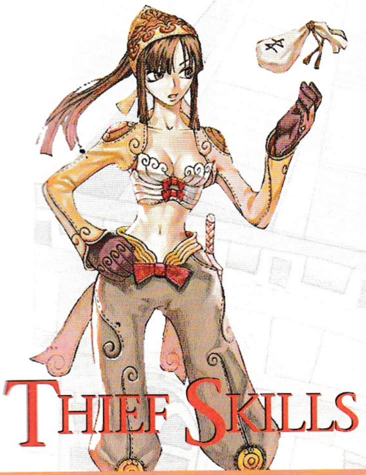
m the current

aps.

one

0.5 Seconds.

s skill can



THIEF SKILLS

[Offensive] Envenom

This skill allows the Thief to use a Poison Element attack against his enemies. It will enhance his damage and it has a chance to poison his target as well. Costs 12 SP per use.

Lv. 1	115% Poison Damage
Lv. 2	130% Poison Damage
Lv. 3	145% Poison Damage
Lv. 4	160% Poison Damage
Lv. 5	175% Poison Damage
Lv. 6	190% Poison Damage
Lv. 7	205% Poison Damage
Lv. 8	220% Poison Damage
Lv. 9	235% Poison Damage
Lv. 10	250% Poison Damage

The poison effect causes an enemy to have 25% reduced defence for initial 20 seconds. During the time an enemy is poisoned, his HP is drained at 2% rate up till the poison wears off or his HP is at 25% of his total.

[Offensive] Throw Sand

Attacks the enemy with Earth property and has a 15% chance of casting Blind. Costs 9 SP.

[Offensive] Throw Stone

Attacks an enemy from a distance using stones that users create by using the Find Stone skill. Casting Time 1 Second. Costs 2 SP

Requires the user to use the Skill Find Stone first.

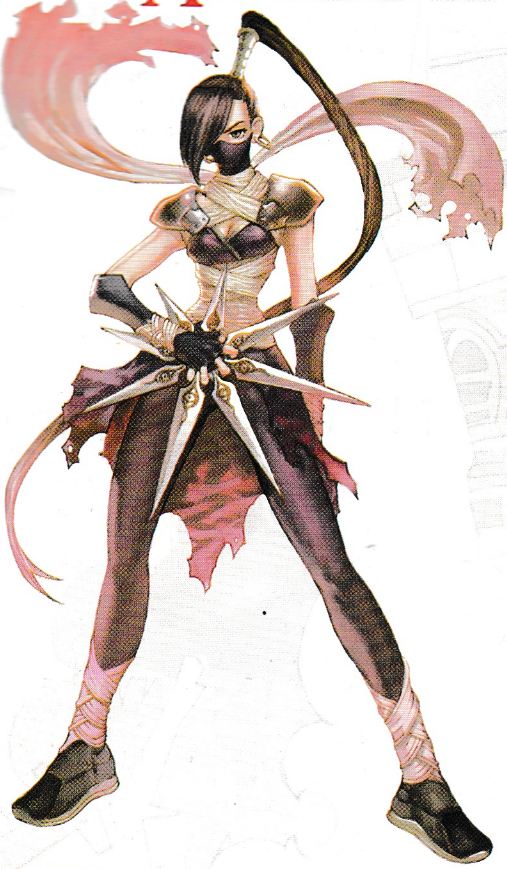
ATK 30 Range 7 Cells

Has a 5% chance to Stun enemies.

THIEF STAT BONUS

JOB LVL	STR	INT	VIT	DEX	AGI	LUK
1	0	0	0	0	0	0
2	0	0	0	0	1	0
3	0	0	0	0	1	0
4	0	0	0	0	1	0
5	0	0	0	0	1	0
6	1	0	0	0	1	0
7	1	0	0	0	1	0
8	1	0	0	0	1	0
9	1	0	0	0	1	0
10	1	0	0	1	1	0
11	1	0	0	1	1	0
12	1	0	0	1	1	0
13	1	0	0	1	1	0
14	1	0	1	1	1	0
15	1	0	1	1	1	0
16	1	0	1	1	1	0
17	1	0	1	1	1	0
18	1	1	1	1	1	0
19	1	1	1	1	1	0
20	1	1	1	1	1	0
21	1	1	1	1	1	0
22	1	1	1	2	1	0
23	1	1	1	2	1	0
24	1	1	1	2	1	0
25	1	1	1	2	1	0
26	1	1	1	2	1	1
27	1	1	1	2	1	1
28	1	1	1	2	1	1
29	1	1	1	2	1	1
30	2	1	1	2	1	1
31	2	1	1	2	1	1
32	2	1	1	2	1	1
33	2	1	1	2	2	1
34	2	1	1	2	2	1
35	2	1	1	2	2	1
36	2	1	1	2	3	1
37	2	1	1	2	3	1
38	3	1	1	2	3	1
39	3	1	1	2	3	1
40	3	1	1	2	3	2
41	3	1	1	2	3	2
42	3	1	1	3	3	2
43	3	1	1	3	3	2
44	3	1	2	3	3	2
45	3	1	2	3	3	2
46	3	1	2	3	3	3
47	4	1	2	3	3	3
48	4	1	2	3	3	3
49	4	1	2	4	3	3
50	4	1	2	4	4	3

ASSASSIN



Loki's Tears : AKO SI TUXE[illegible] MASK!!!

The Assassin Job Class is the next logical leap in the progression once you reach the limit of the Thief Job class. The Assassin focuses on the swift silent kill, striking quickly from the shadows and retreating even before the enemy has a chance to react. Many of the Assassin's skills deal with stealth and poison dealing abilities, but the most prominent of the ability of the Assassin Job Class is the ability to wield two weapons, giving the assassin far greater potential attacking power than that of the Thief. The Assassin is also able to wield Katar-class weapons and has many skills that increase this deadly weapon's efficiency.

BECOMING AN ASSASSIN

LOCATION	PERSON	REQUIREMENT
in_moc_16 19 33	Talk to Salam Al Kharam	
in_moc_16 25 90	Talk to Kahim	Sign up the Job Change Test. *special* you can talk to Kahim by getting closer to him. He will run away to the pillars if you talk to him but you can sign up for the Job Change if you follow him.
in_moc_16 19 154	Talk to Anonymous Man	He hides and talks to you. The test has 10 problems and you need to 9 correct answers to pass the test. *When you fail, you will sent back to Assassin Kahim but you will be able to pass the test because Khai gives you tips on most problems.
in_moc_16 21 165	Talk to Baakardy	He will talk to you when you go near him. He will give you instructions about test and by entering his chat room, you will begin the test. Eliminate 6 monsters named 'Sample for JobChange Test' in limited time. (Targeting and Assassinating Enemies). Be careful for traps.
	Talk to [Master of Guild], [Anonymous Man], [Baakardy], [Assassin Kahim], [Observer] etc, All people who related your Job Change.	You will get gifts for each test that you passed.
in_moc_16 149 80	Talk to Person in Charge "Salam Al Kharam	You should bring the certification of master of guild to change your job. (Bring the certification from any places).

ASSASSIN SKILLS

Passive] Katar Mastery

Assassins gain mastery over the deadly Katar-type weapon. This skill will enhance the damage they deal out using Katars.

Lv. 1	+ 3 Attack
Lv. 2	+ 6 Attack
Lv. 3	+ 9 Attack
Lv. 4	+ 12 Attack
Lv. 5	+ 15 Attack
Lv. 6	+ 18 Attack
Lv. 7	+ 21 Attack
Lv. 8	+ 24 Attack
Lv. 9	+ 27 Attack
Lv. 10	+ 30 Attack

Passive] Lefthand Mastery

This skill will enhance the damage that Assassins deal with their left-hand weapon.

Lv. 1	40% Damage
Lv. 2	50% Damage
Lv. 3	60% Damage
Lv. 4	70% Damage
Lv. 5	80% Damage

Does not increase Katar damage

Passive] Righthand Mastery

Assassins can specialize in the art of Dual Weapons. This skill will allow Assassins to deal out damage properly with weapons held in their right hand if they chose to wield two weapons at once.

Lv. 1	40% Damage
Lv. 2	50% Damage
Lv. 3	60% Damage
Lv. 4	70% Damage
Lv. 5	80% Damage

ob Class is
leap in the
reach the
class. The
swift silent
from the
ting even
a chance to
ssin's skills
nd poison
the most
lity of the
e ability to
giving the
potential
that of the
lso able to
ns and has
rease this
ncy.

pillars if you

swers to pass
le to pass the

st and by
ng and

e certification

ASSASSIN SKILLS

[Passive] Katar Mastery

Assassins gain mastery over the deadly Katar-type weapon. This skill will enhance the damage they deal out using Katars.

Lv. 1	+ 3 Attack
Lv. 2	+ 6 Attack
Lv. 3	+ 9 Attack
Lv. 4	+ 12 Attack
Lv. 5	+ 15 Attack
Lv. 6	+ 18 Attack
Lv. 7	+ 21 Attack
Lv. 8	+ 24 Attack
Lv. 9	+ 27 Attack
Lv. 10	+ 30 Attack

[Passive] Lefthand Mastery

This skill will enhance the damage that Assassins deal with their left-hand weapon.

Lv. 1	40% Damage
Lv. 2	50% Damage
Lv. 3	60% Damage
Lv. 4	70% Damage
Lv. 5	80% Damage

Does not increase Katar damage

[Passive] Righthand Mastery

Assassins can specialize in the art of Dual Weapons. This skill will allow Assassins to deal out damage properly with weapons held in their right hand if they chose to wield two weapons at once.

Lv. 1	40% Damage
Lv. 2	50% Damage
Lv. 3	60% Damage
Lv. 4	70% Damage
Lv. 5	80% Damage

[Offensive] Sonic Blow

Sonic Blow is a skill that delivers a flurry of attacks at an opponent and can leave him stunned.

Requirement: Katar Mastery Level 4

Lv. 1	350% Damage / 12% Stun Rate 16 SP Cost
Lv. 2	400% Damage / 14% Stun Rate 18 SP Cost
Lv. 3	450% Damage / 16% Stun Rate 20 SP Cost
Lv. 4	500% Damage / 18% Stun Rate 22 SP Cost
Lv. 5	550% Damage / 20% Stun Rate 24 SP Cost
Lv. 6	600% Damage / 22% Stun Rate 26 SP Cost
Lv. 7	650% Damage / 24% Stun Rate 28 SP Cost
Lv. 8	700% Damage / 26% Stun Rate 30 SP Cost
Lv. 9	750% Damage / 28% Stun Rate 32 SP Cost
Lv. 10	800% Damage / 30% Stun Rate 34 SP Cost

Despite all the effects, 1 sonic blow counts as only 1 Hit

[Supportive] Cloaking

Assassins can gain the skill to do more than just hiding in place. With the Cloaking skill, they can move unseen along walls to sneak past monsters and their opponents. They cannot attack or use skills whilte using Cloaking and they will be revealed if they try to use such an attack.

Requirement: Hiding Level 2

Lv. 1	SP - 15	1 SP for every 4 Seconds
Lv. 2	SP - 15	1 SP for every 5 Seconds
Lv. 3	SP - 15	1 SP for every 6 Seconds
Lv. 4	SP - 15	1 SP for every 7 Seconds
Lv. 5	SP - 15	1 SP for every 8 Seconds
Lv. 6	SP - 15	1 SP for every 9 Seconds
Lv. 7	SP - 15	1 SP for every 10 Seconds
Lv. 8	SP - 15	1 SP for every 11 Seconds
Lv. 9	SP - 15	1 SP for every 12 Seconds
Lv. 10	SP - 15	1 SP for every 13 Seconds

Cloaking will be cancelled when SP runs out

ASSASSIN SKILLS

[Offensive] Venom Splasher

When an opponent is injured below 2/3 its maximum hp and is poisoned, the Assassin can use the Venom Splasher skill to plant a deadly poison inside it. After a given amount of time, the poison will explode, injuring the target and all those around it. Needs red gemstone.

Requirement: Poison React Level 5 and Venom Dust Level 5 & 1 Red Gemstone

Lv. 1	220% Attack / 33 SP Cost
Lv. 2	240% Attack / 36 SP Cost
Lv. 3	260% Attack / 39 SP Cost
Lv. 4	280% Attack / 42 SP Cost
Lv. 5	300% Attack / 45 SP Cost
Lv. 6	320% Attack / 48 SP Cost
Lv. 7	340% Attack / 51 SP Cost
Lv. 8	360% Attack / 54 SP Cost
Lv. 9	380% Attack / 57 SP Cost
Lv. 10	400% Attack / 60 SP Cost

This skill has a 1 second casting time and it can be cancelled if the Assassin is hit during its casting. Using a Phen card will prevent Venom Splasher from being cancelled by an attack. Damage is dependent on the Assassin's base Atk.

[Supportive] Enchant Poison

Enchant Poison lets them lace their weapon or a weapon of their ally so that it gains the Poison Element as well as gaining a chance to poison all those who are hit by that weapon. Costs 20 SP

Requirement: Envenom Level 1

Lv. 1	30 Seconds / 3% Chance
Lv. 2	45 Seconds / 3% Chance
Lv. 3	60 Seconds / 4% Chance
Lv. 4	75 Seconds / 4% Chance
Lv. 5	90 Seconds / 5% Chance
Lv. 6	105 Seconds / 5% Chance
Lv. 7	120 Seconds / 6% Chance
Lv. 8	135 Seconds / 6% Chance
Lv. 9	150 Seconds / 7% Chance
Lv. 10	165 Seconds / 7% Chance

Useful against Ghost element monsters. Equipment change cancels Enchant Poison.

[Supportive] Venom Dust

The Assassin can cast a cloud of poisonous dust [illegible] and any creature that enters it will automatically be [illegible] The higher level the skill, the longer Venom Dust [illegible] Costs 20 SP. Need red gemstone.

Requirement: Enchant Poison Level 5

Lv. 1	5 Seconds
Lv. 2	10 Seconds
Lv. 3	15 Seconds
Lv. 4	20 Seconds
Lv. 5	25 Seconds
Lv. 6	30 Seconds
Lv. 7	35 Seconds
Lv. 8	40 Seconds
Lv. 9	45 Seconds
Lv. 10	50 Seconds

All non-boss enemies that touch the sphere are poisoned. Success rate of the poisoning is 100%

[Supportive] Poison React

Aside from Detoxify, Assassins also gain another skill [illegible] fend themselves from Poison Element attacks as well [illegible] creatures that are of the Poison Element. Poison React [illegible] deal out damage if such an attack is attempted against the Assassin and it also has a chance of poisoning the attacker. Costs 20 SP. Increases damage of venom Splasher.

Requirement: Enchant Poison Level 3

Lv. 1	30 Seconds / 3% Poison Rate
Lv. 2	45 Seconds / 3% Poison Rate
Lv. 3	60 Seconds / 4% Poison Rate
Lv. 4	75 Seconds / 4% Poison Rate
Lv. 5	90 Seconds / 5% Poison Rate
Lv. 6	105 Seconds / 5% Poison Rate
Lv. 7	120 Seconds / 6% Poison Rate
Lv. 8	135 Seconds / 6% Poison Rate
Lv. 9	150 Seconds / 7% Poison Rate
Lv. 10	165 Seconds / 7% Poison Rate

[Offensive] Grimtooth

Striking from the shadows, Assassins can use the Grimtooth skill to slay their enemies without giving them a chance to fight back. That is assuming those enemies have no way of detecting where the Assassin is. Costs 2 SP

Requirement: Cloaking Level 2 and Sonic Blow Level 5

Lv. 1	3 Tiles
Lv. 2	4 Tiles
Lv. 3	5 Tiles
Lv. 4	6 Tiles
Lv. 5	7 Tiles

Skill requires user to be hidden first

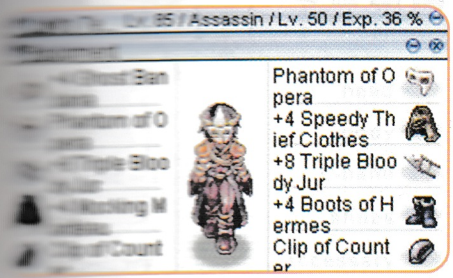
CRITICAL ASSASSIN

Katar

The critical assassin is the most common assassin seen in pRO. Critical hits and fast [illegible] speed are this build's signature. The [illegible] can be seen bravely facing an enemy [illegible] lightning fast attacks with out getting hit [illegible] The Katar class of weapon is this assassin's [illegible] and it is this weapon that enables [illegible] critical damage that he is known for. [illegible] combination of dodging attacks and dealing [illegible] hits that appeals to many. This, and the [illegible] surrounds the assassin class, makes this [illegible] popular builds in the game.

Critical Assassin Stats

The critical assassin focuses on three stats; AGI, [illegible] STR. DEX is not so important because when [illegible] it's always considered a perfect hit. A [illegible] VIT also helps for those times when the [illegible] DO get through.



Lv. 85 / Assassin / Lv. 50 / Exp. 36 %

+4 Ghost Ban
Phantom of O
+4 Triple Bloo
+4 Rocking M
Clip of Count
Phantom of O pera
+4 Speedy Th ief Clothes
+8 Triple Bloo dy Jur
+4 Boots of H ermes
Clip of Count er

Critical Assassin Skills

As a thief, max out Double Attack and Increase [illegible] get Steal and Hide. There really is no reason [illegible] thief to exceed Job Level 40.

As an assassin, get Katar Mastery to 10. Next, get Cloaking (Hide Lvl 2 required) and Sonic Blow to lvl 5. These will unlock the skill Grimtooth, one of the most [illegible] of a Katar assassin.

If you have a stable of characters the crit assassin is a great zeny maker, steal steal steal!

Critical Assassin Equipment

Weapons: Primary weapon should be a Triple Critical [illegible] For backup, elemental Katars are needed for monsters that cannot be hit with normal attacks,

Armor: Speedy Thief Clothes, Speedy Chainmail, or [illegible] Suit is needed to increase AGI.

Accessories: Clips of Flash to increase Perfect Dodge, Clip of Counter to increase Critical hit chances, or [illegible] Clips, Brooches, and Matyr's Leashes to increase AGI.

CRITICAL ASSASSIN

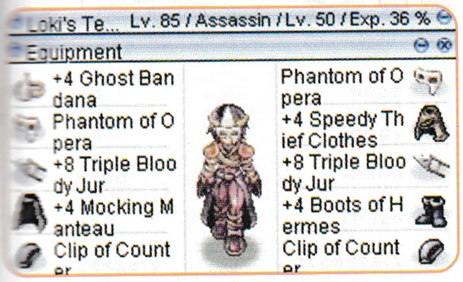
Katar

The critical assassin is the most common assassin seen in pRO. Critical hits and fast attack speed are this build's signature. The critical assassin can be seen bravely facing an enemy dealing out lightning fast attacks with out getting hit themselves. The Katar class of weapon is this assassin's weapon of choice, and it is this weapon that enables him to deal the critical damage that he is known for.

It is this combination of dodging attacks and dealing fast critical hits that appeals to many. This, and the mystique that surrounds the assassin class, makes this one of the most popular builds in the game.

Critical Assassin Stats

The critical assassin focuses on three stats; AGI, LUK, and STR. DEX is not so important because when a critical hit lands, it is always considered a perfect hit. A little bit of VIT also helps for those times when the enemies attacks DO get through.


Loki's Te... Lv. 85 / Assassin / Lv. 50 / Exp. 36 %
Equipment
+4 Ghost Bandana
Phantom of Opera
+8 Triple Bloody Jur
+4 Mocking Manteau
Clip of Counter
Phantom of Opera
+4 Speedy Thief Clothes
+8 Triple Bloody Jur
+4 Boots of Hermes
Clip of Counter

Critical Assassin Skills

As a thief, max out Double Attack and Increase Dodge. Also get Steal and Hide. There really is no reason for the thief to exceed Job Level 40.

As an assassin, get Katar Mastery to 10. Next, get Cloaking (Hide Lvl 2 required) and Sonic Blow to lvl 5. These will unlock the skill Grimtooth, one of the most useful abilities of a Katar assassin.

If you have a stable of characters the crit assassin is a great zeny maker, steal steal steal!

Critical Assassin Equipment

- **Weaponry:** Primary weapon should be a Triple Critical Jur. For backup, elemental Katars are needed for monsters that cannot be hit with normal attacks,
- **Armor:** Speedy Thief Clothes, Speedy Chainmail, or a Ninja Suit is needed to increase AGI.
- **Accessories:** Clips of Flash to increase Perfect Dodge, Clips of Counter to increase Critical hit chances, or Athletic Clips, Brooches, and Matyr's Leashes to increase AGI.
- **Footgear:** Boots of Hermes for increased AGI, or Green Boots for both an increase in AGI and HP, as well.
- **Garments:** use a Mocking Manteau for increased Dodge or Manteau of Rogue to increase AGI. Alternatively, a Quick Manteau can be used in a pinch.

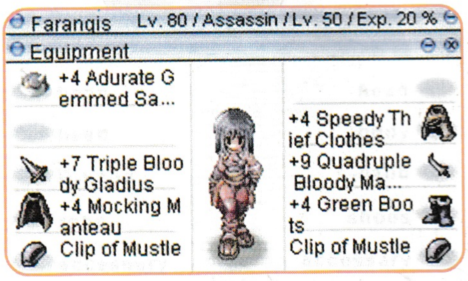
Final Notes

The katar assassin is the most common assassin build in pRO basically because he is just so cool. Priests love to party with Crit Assasins due to the fact that they take so little damage while dealing massive damage as opposed to knights who usually stand in the line of fire and just absorb damage. The Crit Assasin is good on their own and incredible in a party.

Tried and tested, the Crit Assasin build is one you can't go wrong with.

DAGGER ASSASSIN

The dagger assassin is not as common a sight in pRO as the more plentiful katar assassins. This is because the dagger assassin is a relatively new development. Its build is so different from katar assassins that one cannot just strap on two daggers on a normal assassin and expect it to be an effective dagger assassin. Katar assassins rely on critical hits while the dagger assassin relies on dealing tons of damage to be victorious in combat.


Farangis Lv. 80 / Assassin / Lv. 50 / Exp. 20 %
Equipment
+4 Adurate Gemmed Sa...
+7 Triple Bloody Gladius
+4 Mocking Manteau
Clip of Mustle
+4 Speedy Thief Clothes
+9 Quadruple Bloody Ma...
+4 Green Boots
Clip of Mustle

Dagger Assassin Skills

As a thief, there is no reason to go to job level 50; job level 40 is good enough for this build's needs. The most important skills are Double Attack and Improve Dodge and should be maxed out immediately. Double Attack is the most important skill to a dagger assassin since it allows him to potentially attack three times in one turn. (Twice with right hand, once with left) Everything else is just gravy!

As an assassin, it is a must to be ambidextrous, get right and left hand mastery right away to further increase your damage. Then you should work on Cloaking and the various poison skills. Do not get Katar mastery or Grimtooth as these are katar skills and can't be used with daggers.

Equipment

Here is where the dagger assassin is truly built! Using two daggers, the dagger assassin is the only class that can put a maximum of eight (!) cards into his slotted weapons and this is what the dagger assassin must abuse to become truly effective. This also makes the dagger assassin unsuitable for first time players, as the equipment needed to properly field this type of assassin is prohibitive.

The dagger assassin must use the costly swiss army knife approach in fighting, he must always carry the right carded weapon for whatever enemy he is fighting. For example, in fighting demi-human monsters, carry a dagger carded with hydra cards to maximize your damage against them! The dagger assassin must have a collection of daggers all carded versus a specific type of opponent, and yes, the cards can be difficult to obtain, but I doubt anyone will be complaining once the damage soars to 1000+ when using properly carded weapons.

The rest of the dagger assassin's equipment is standard assassin gear and has been discussed beforehand. The only other piece of equipment that will be different are your accessories. Rather than using Clips of Flash or Clips of Counter, instead use something like Athletic Clips (Agi+2) to help out with dodging, or Clips of Muscle (Str +3) to increase damage further.

Right hand - left hand Juggling

As the only job allowed to dual wield weapons; the dual wielding dagger assassin is governed by special rules, and *these are:*

1. The effects of cards apply only to the right-hand weapon. This, however, does not apply to cards that affect your stats like Mummy cards, Fabre cards, etc.

2. Elemental weapons must be wielded on the right hand to work. Wielding elemental weapons on the left hand has no effect, and is only considered a normal dagger. For example, wielding two Wind Damascus while fighting water-type monsters in Byalan is futile since the left hand weapon is not considered elemental and does not get any damage bonus whatsoever. Instead wield a Wind Damascus on the right hand and a Drainliar carded weapon on the left (Saharic ; 20% dmg against water) to boost damage.

Final Notes

The dagger assassin is not without weaknesses. It has lower dodging compared to katar assassins because he has no LUK. Daggers fare poorly against large and armored targets, doing only 50% damage against large creatures. Properly carded, the dagger assassin can offset these weaknesses somewhat, but not totally.

Also remember that assassins can dual wield weapons other than knives, like axes and 1-hand swords. Using these weapons can increase damage (!) even more but kills attack speed.

The dagger assassin's potential has yet to be fully exploited so remember, experiment and play with the character, and most of all, have fun!

ASSASSIN STAT BONUS

JOB LVL	STR	INT	VIT	DEX	AGI	LUK
1	0	0	0	0	1	0
2	0	0	0	0	2	0
3	0	0	0	0	3	0
4	0	1	0	0	3	0
5	0	1	0	0	3	0
6	0	1	1	0	3	0
7	0	1	1	0	3	0
8	0	1	2	0	3	0
9	0	1	2	1	3	0
10	0	1	2	1	3	0
11	1	1	2	1	3	0
12	1	1	2	1	3	0
13	1	1	2	1	3	0
14	1	2	2	1	3	0
15	1	2	2	1	4	0
16	1	2	2	1	5	0
17	1	2	2	1	6	0
18	1	2	2	1	7	0
19	1	2	2	1	8	0
20	1	2	2	1	9	0
21	1	2	2	1	10	0
22	1	2	2	1	10	0
23	1	2	2	1	10	0
24	1	2	2	2	10	0
25	2	2	2	2	10	0
26	2	2	2	2	10	0
27	3	2	2	2	10	0
28	3	2	2	2	10	0
29	3	2	2	2	10	0
30	3	2	2	3	10	0
31	3	2	2	4	10	0
32	4	2	2	4	10	0
33	4	2	2	4	10	0
34	4	2	2	4	10	0
35	4	2	2	4	10	0
36	4	2	2	4	10	0
37	4	2	2	4	10	0
38	4	3	2	4	10	0
39	4	3	2	4	10	0
40	4	3	2	5	10	0
41	4	3	2	6	10	0
42	4	4	2	6	10	0
43	4	4	2	6	10	0
44	4	4	2	6	10	0
45	5	4	2	6	10	0
46	5	4	2	7	10	0
47	5	4	2	7	10	0
48	6	4	2	7	10	0
49	6	4	2	7	10	0
50	6	4	2	8	10	0

PARTY

How to start a party:

A player has to have basic skill lv6 to gain the ability to make a party. Type in (/organize<space>"party name"). If the party name has already been taken, try another one until the chosen party name is accepted.

To build a party, it is most recommended that all party members are within 10 levels of one another in order to access the "evenshare" mode wherein all party members gain the same amount of experience regardless of damage dealt to opponents. This is done to ensure that even the party healer or other support characters in the party gain equal amounts of XP

Allocation of Experience

MVP System

When players fight all together against a Boss Monster in a dungeon or field, the player who deals and takes the most damage will display a MVP symbol above him/her and will get a rare item plus a large share of experience points from the monster. However, any player who dies while fighting the monster will not receive any items or experience. Also, if the MVP player's weight is above 50%, the rare item will be dropped on the ground instead.

PARTY GUIDE

How to start a party:

A player has to have basic skill lv6 to gain the ability to make a party. Type in (/organize<space>"party name"). If the party name has already been taken, try another one until the chosen party name is accepted.

To build a party, it is most recommended that all party members are within 10 levels of one another in order to access the "evenshare" mode wherein all party members gain the same amount of experience regardless of damage dealt to opponents. This is done to ensure that even the party healer or other support characters in the party gain equal amounts of XP

Allocation of Experience

MVP System

When players fight all together against a Boss Monster in a dungeon or field, the player who deals and takes the most damage will display a MVP symbol above him/her and will get a rare item plus a large share of experience points from the monster. However, any player who dies while fighting the monster will not receive any items or experience. Also, if the MVP player's weight is above 50%, the rare item will be dropped on the ground instead.

Experience Share System

Experience is given to the player that dealt the most damage to a particular monster. Experience is given to a player in direct proportion to the damage he/she made on monster's total HP.

i.e.) A monster which has 100 HP and gives 100 exp. If a player does 65 damage on the monster, he gets 65 experience points.

i.e.) A monster which has 100 HP and gives100 exp. If a player attacks the monster first and does 50 damage while another player hits it with 50 points also, the first player will get 66.6 percent while the other gets 33.3. If there are more players attacking the same monster, the experience value of the monster is increased by 25%. This is in part to prevent "Kill Stealing"

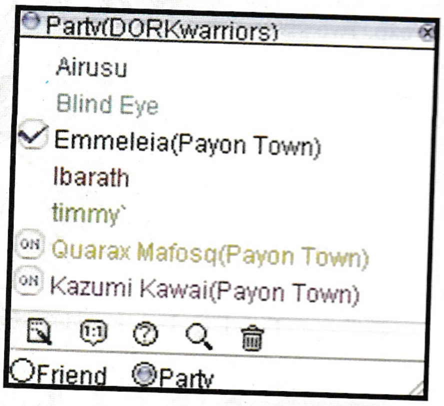
i.e.) A monster which has 100 HP and gives 100 exp. Two players attack the same monster which gives 100 exp points. The monster will now give 125 exp points. An additional 25% exp is added to the total exp points of the monster per player that attacks the monster.

Party Exp Share System

Players can make a party of their own by typing (/organize<space>"party name"). Party Leaders can decide on how to share the experience with party members by party setup: Each Take or Even Share. On Each Share, players get the normal exp points from a monster. On Even Share, all party members receive equal amounts of experience from a monster. As with the normal experience points system, 25% is added to the monster's exp points per player in the party.

i.e.) A monster which has 100 HP and gives 100 exp . Two players attack the same monster which gives 100 exp points. The monster will now give 110 exp points. An additional 10% is added total exp points a monster per player that attacks the monster.
i.e.) Even Share is different. This system is based on every party member's level and the exp points need to level up. Therefore, the party members with a higher level can get more experience points than lower level party members. This only works on if a member is on the same map as the others. Anyone not in the map will not get any experience.

Any person in the party can pick up the loot dropped by monsters killed by any party member. The game assumes that everyone in the party is allowed to loot kills made by any party member.



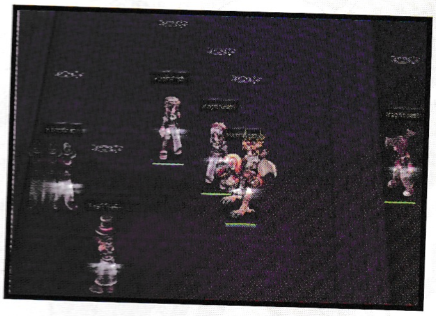
Party(DORKwarriors)
Airusu
Blind Eye
Emmeleia(Payon Town)
Ibarath
timmy`
Quarax Mafosq(Payon Town)
Kazumi Kawai(Payon Town)
○Friend ●Party

Roles in a party

Each player has a role in a party. This is mostly divided into three categories: The Frontliners, Nukers, and the Support characters. Knights, swordsmen, blacksmiths, thieves and assassins mostly fall into the frontliner category. This means that they are mostly in the thick of battle, absorbing most or all of the damage. It is the job of these players to keep the monsters off their nuker or support characters since these characters can't absorb too much damage.

Mages, wizards, archers and hunters mostly fall in the Nuker category. These job classes have the ability to dole out large amounts of damage to their opponents but cannot take much damage themselves. Ideally, nukers should be attacking at range while the frontliners keep them busy.

Acolytes, merchants and priests are usually found in the Support category. These job classes normally stay out of the thick of battle to provide healing aid and other support spells to their party mates.



Tactics

Frontliners

Since the Frontliner characters have the highest defense rating and HP in the party, it is their job to keep the monsters from reaching both the nuker and support characters. Keep an eye out for monsters that are attacking from any direction and look about for monsters that re-spawn near your party mates.

Be wary when using area effect skills such as Bowling Bash, Cart Revolution and Brandish Spear, since these skills may cause monsters to choose another target in your party. Never get complacent, especially when a healer is present. Always take the heat, while delivering some damage. Watch out for party mates that may be in trouble, especially the Support characters.

Always remember that when the healer goes down, so shall the party.

Nukers

It is the Nuker's job to try and kill off the m
sters as fast as possible. Immediately h
the frontliner to take down the monster he
she is dealing with. The faster the mons
goes down, the safer it will be for the pa
Learn to prioritize which monster to kill.
Hunters should strategically plant traps
areas in which the party may be vulnera
to attack. Be mindful when using the sp
Jupitel Thunder, since this spell pushes ba
the target monster, hence it will pick anoth
target if it is not killed outright. Be very ca
ful when using Ice Wall, do not trap pa
mates along with the monster, or make su
that when cast, it does not obstruct the effe
tiveness of the party.

Be careful when using certain area effect ski
since these may cause monsters to targ
another party mate. In as much as Storm Gu
is a powerful spell, certain monsters rea
differently to area effect spells and may ra
domly choose another target in the part
leading to anarchy and chaos

Support

Responsibility towards the welfare of the party
mostly falls upon the Support characters.
Healing party members sounds like an easy
job but it isn't. Instruct your melee party
members to not bunch up and obstruct line
of sight in regards to healing and other support spells. Make sure to stay out of harm's
way and not cause more trouble for the party.

Watch your SP bar and make sure it doesn't
r

Nukers

It is the Nuker's job to try and kill off the monsters as fast as possible. Immediately help the frontliner to take down the monster he or she is dealing with. The faster the monster goes down, the safer it will be for the party. Learn to prioritize which monster to kill. Hunters should strategically plant traps in areas in which the party may be vulnerable to attack. Be mindful when using the spell Jupitel Thunder, since this spell pushes back the target monster, hence it will pick another target if it is not killed outright. Be very careful when using Ice Wall, do not trap party mates along with the monster, or make sure that when cast, it does not obstruct the effectiveness of the party.

Be careful when using certain area effect skills since these may cause monsters to target another party mate. In as much as Storm Gust is a powerful spell, certain monsters react differently to area effect spells and may randomly choose another target in the party, leading to anarchy and chaos

23244
337
332
664
332

Support

Responsibility towards the welfare of the party mostly falls upon the Support characters. Healing party members sounds like an easy job but it isn't. Instruct your melee party members to not bunch up and obstruct line of sight in regards to healing and other support spells. Make sure to stay out of harm's way and not cause more trouble for the party.

Watch your SP bar and make sure it doesn't run out when in the heat of battle since this will cause the death of party members. Ask for the HP total of each party member so that healing spells can be approximated and not wasted unnecessarily. It is the support character's job to watch out for every party member, so always keep a sharp eye on what happens on the screen.

Remember that when your party members go down, so shall you too.

275
264
5
Holy Light!!
Fire Bolt !!

Tips for All Party Members

Remember to bring potions and other support items like leaves and berries when out adventuring alone or with a party. Do not assume that the healer will always be able to cast a healing spell on every party member so keep potions handy.

When taking damage, panicking will not help. Try not to run around so the healers wont have a hard time. Do not tell the other characters how to do their job, but rather, assign a "party leader" to help keep things organized and in check. An effective party leader should know the capabilities of his party members to be able to direct them efficiently and to know a good deal about the monsters to be hunted so as not to enter the fray unprepared.

Always ask politely whatever the case is. A successful party will always reform time and again due to effectiveness. A chain is only as strong as it's weakest link, don't let it be you.

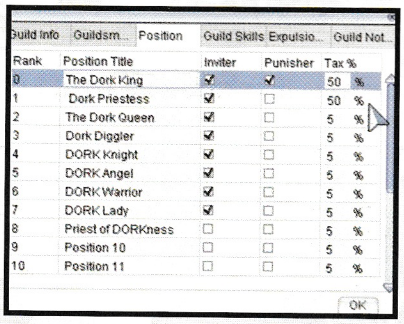
GUILD GUIDE

Creating a Guild

First off, an emperium is needed. Make sure that the emperium is in the inventory and not in kafra storage. The command is /guild [guildname], without the "[ ]". When creating a guild name, use quotation marks, eg: /guild "Army of DORKness". This will allow the guild name to have space in between words, unlike others who have to use underscores or hyphens just to have gaps in between.

Creating the guild emblem is the next step in guild building. Guild Logos can be created using Paint or Adobe Photoshop. Files are saved with the .bmp extension with a size of 24" x 24". Transparency is RGB - #FF00FF#. It sometimes looks a little pinkish or whitish but it will be transparent in the game. After creating the emblem, save it in the folder named EMBLEM in your Ragnarok directory.

To show the emblem, open the guild menu (Alt + G) and under guild emblem select the edit tab. Choose the logo from the host of logos. Remember, logos already in RO are copyrighted. So don't try to use guild logos that some guilds are already using.



Rank	Position Title	Inviter	Punisher	Tax %
0	The Dork King	☑	☑	50 %
1	Dork Priestess	☑	☐	50 %
2	The Dork Queen	☑	☐	5 %
3	Dork Diggler	☑	☐	5 %
4	DORK Knight	☑	☐	5 %
5	DORK Angel	☑	☐	5 %
6	DORK Warrior	☑	☐	5 %
7	DORK Lady	☑	☐	5 %
8	Priest of DORKness	☐	☐	5 %
9	Position 10	☐	☐	5 %
10	Position 11	☐	☐	5 %

Guild Maintenance

Now it is time to start recruiting new members into the guild. Guild members are usually chosen from friends in real life (iRL), friends in Ragnarok life (RO), or some strong characters seen in the game.

Assigning Guild Titles is primarily an aesthetical thing and the one thing it does is boost morale among the guild members. It is edited in the POSITION tab of the guild menu. Just click on the tab under the position title column and edit it. Then ask the guild member to reconnect and he/she will now have a new guild title. Ranks can be assigned too. Just click on the title scroll bar and choose the title to be given.

Guild taxation is the percentage of the experience points that guild members tithe to the guild. Lets say that a member is taxed 1%, this means that 1% of all base experience he/ she gains goes to the experience level of the guild. The maximum tax is 50%. With the subsequent leveling up of guilds, guild skill points become available to distribute to the various guild skills just like job skills.

The Column of Inviter Authority allows members aside from the guild master to recruit other RO players to the guild. To be able to choose wisely which player could be well suited for the betterment of the guild is one of the responsibilities given. Inviting untested characters just for the sake of increasing the members could prove fatal for the guild. Although the guild master can expel those unworthy members, having them on board for some time could well tarnish the guild name for what it's worth.

Leadership and a sense of responsibility is all that it takes to run a guild. Being able to attain a good deal of camaraderie amongst the members and its guild master would make running a guild more fulfilling. Neglect on duties and responsibilities could mean its downfall so always keep check of what's happening. Having strong members doesn't always equate to having a strong guild. Being tight in a group is what matters most, be it in hunting or during a guild war. Just like the cliché goes, "united we stand, divided we fall!"

GUILD

Ⓐ Shows the Guild members

Ⓑ Shows the Position of the Guild members

Ⓒ Shows the available Guild Skills

Ⓓ Shows the Expulsion History. Only the Guild Master can give the reason

Ⓔ Shows the Guild announcements from the Guild Master

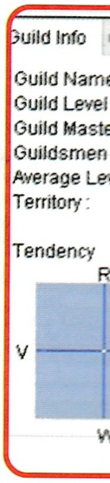
Ⓕ Shows the Guild Name

Ⓖ Shows the Guild's Level

Ⓗ Shows the Head/Creator of the Guild

Ⓘ Displayed as ?/16. Shows the number of members online by ? and 16 is the current maximum number of members allowed without guild extension skill

Ⓙ Shows the average level of all guild members



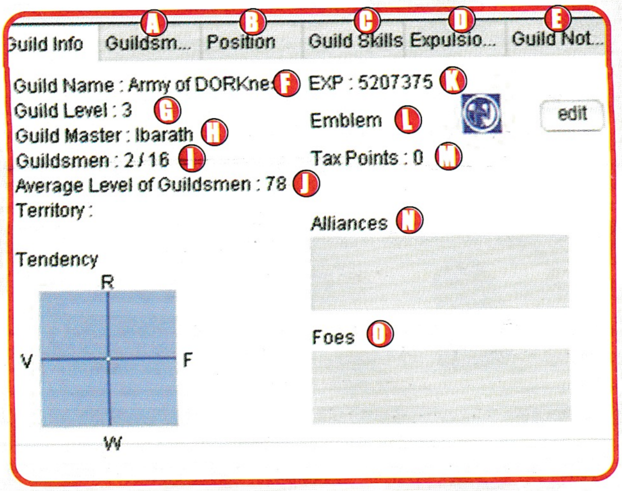
Ⓚ Amount of amassed

Ⓛ Create and bol

Ⓜ Amount of to the guild

GUIL	
Official Guild Approval	Enable your guild to cl
Contract With Kafra	Hire a Kafra Staff Mem
Guardian Research	Build and upgrade Gui
Guild Extension	Add more members to Level 1 Level 2 Level 3 Level 4 Level 5 Level 6 Level 7 Level 8 Level 9 Level 10
Charisma	Increase Hit and Flee o Implemented Yet)

GUILD WINDOW



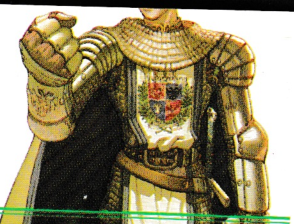
Guild Name : Army of DORKne
Guild Level : 3
Guild Master : Ibarath
Guildsmen : 2 / 16
Average Level of Guildsmen : 78
Territory :
Tendency
EXP : 5207375
Emblem
Tax Points : 0
Alliances
Foes

- **A** Shows the Guild members
- **B** Shows the Position of the Guild members
- **C** Shows the available Guild Skills
- **D** Shows the Expulsion History. Only the Guild Master can give the reason
- **E** Shows the Guild announcements from the Guild Master
- **F** Shows the Guild Name
- **G** Shows the Guild's Level
- **H** Shows the Head/Creator of the Guild
- **I** Displayed as ?/16. Shows the number of members online by ? and 16 is the current maximum number of members allowed without guild extension skill
- **J** Shows the average level of all guild members
- **K** Amount of EXP the guild has amassed
- **L** Create and replace a guild symbol
- **M** Amount of EXP you have given to the guild as a result of EXP tax levied by guild master
- **N** Shows the other Guilds your Guild has made an alliance pact with
- **O** Shows the other Guilds your Guild has set as foe

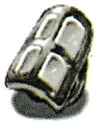
GUILD SKILLS

Official Guild Approval	Enable your guild to claim a Guild House. 1 Level Only
Contract With Kafra	Hire a Kafra Staff Member for your Guildhouse. 1 Level Only
Guardian Research	Build and upgrade Guild House Guardians for Zeny. 1 Level Only
Guild Extension	Add more members to a Guild. 10 Levels Level 1 + 2 Members Level 2 + 4 Members Level 3 + 6 Members Level 4 + 8 Members Level 5 + 10 Members Level 6 + 12 Members Level 7 + 14 Members Level 8 + 16 Members Level 9 + 18 Members Level 10 + 20 Members
Charisma	Increase Hit and Flee of Guild members within a certain range of the Guild Master (Not Implemented Yet)

ARMOR

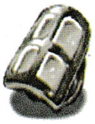


GUARD



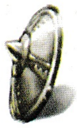
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
3	0	0	30	-	4	NPC, Cobold (2)	500		Shield	Square Shield with Grip,Small but effective in blocking an Enemy's Attacks.	Every job

GUARD



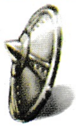
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
3	0	1	30	-	4	Pecopeco Egg, Pupa	500		Shield	Square Shield with Grip,Small but effective in blocking an Enemy's Attacks.	Every job

BUCKLER



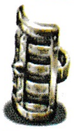
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	0	60	-	4	NPC	14000		Shield	Round and Handy Shield.	Swordman Acolyte Merchant Thief

BUCKLER



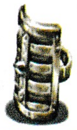
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	0	60	-	4	Goblin, Cobold, Xmas Goblin	14000		Shield	Round and Handy Shield.	Swordman Acolyte Merchant Thief

SHIELD



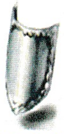
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
6	0	0	130	-	4	NPC	56000		Shield	Finely-Crafted Shield made of steel	Swordman

SHIELD



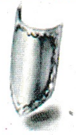
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
6	0	1	130	-	4	Bloody Knight, Orc Hero, Cornutus, Goblin Leader	56000		Shield	Finely-Crafted Shield made of steel	Swordman

MIRROR SHIELD



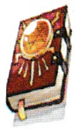
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	5	0	100	-	4	NPC	60000	MDEF +5	Shield	Special shield has high Mdef by smooth surface	Swordman

MIRROR SHIELD



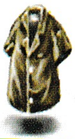
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	5	1	100	-	4

MEMORIZE BOOK



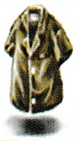
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
3	2	0	100	0	4

COTTON SHIRTS



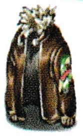
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
1	0	0	10	-	4

COTTON SHIRTS



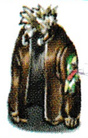
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
1	0	1	10	-	4

JACKET



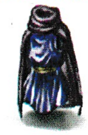
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
2	0	0	20	-	4

JACKET



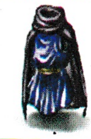
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
2	0	1	20	-	4

ADVENTURER'S SUIT



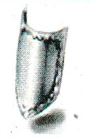
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
3	0	0	30	-	4

ADVENTURER'S SUIT



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
3	0	1	30	-	4

MIRROR SHIELD



DEF	MDEF	FROM	PRICE
4	5	Khalitzburg, Killer Mantis	60000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	100	MDEF +5	Shield
REQ. LVL	REFINE	DESCRIPTION	
-	4	Special shield has high Mdef by smooth surface	
		CAN BE USED BY	
		Swordman	

MEMORIZE BOOK

DEF	MDEF	FROM	PRICE
3	2	Clock Tower Manager	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	100	INT + 1 , MDEF + 2	Shield
REQ. LVL	REFINE	DESCRIPTION	
0	4	Magic book used by Mage, possibly used for a shield due to its large size and thickness.	
		CAN BE USED BY	
		Mage	

COTTON SHIRTS

DEF	MDEF	FROM	PRICE
1	0	NPC, Baby Desert Wolf	10
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Armor
REQ. LVL	REFINE	DESCRIPTION	
-	4	Soft. Cheap. Light. Your first armor made of 100% cotton.	
		CAN BE USED BY	
		Every Job	

COTTON SHIRTS

DEF	MDEF	FROM	PRICE
1	0	Picky	10
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	10		Armor
REQ. LVL	REFINE	DESCRIPTION	
-	4	Soft. Cheap. Light. Your first armor made of 100% cotton.	
		CAN BE USED BY	
		Every Job	

JACKET

DEF	MDEF	FROM	PRICE
2	0	NPC	200
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	20		Armor
REQ. LVL	REFINE	DESCRIPTION	
-	4	A Jacket made out of cheap leather.	
		CAN BE USED BY	
		Every Job	

JACKET

DEF	MDEF	FROM	PRICE
2	0	Thief Bug	200
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	20		Armor
REQ. LVL	REFINE	DESCRIPTION	
-	4	A Jacket made out of cheap leather.	
		CAN BE USED BY	
		Every Job	

ADVENTURER'S SUIT

DEF	MDEF	FROM	PRICE
3	0	NPC	1000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	30		Armor
REQ. LVL	REFINE	DESCRIPTION	
-	4	**A typical wandering adventurer's outfit. Light and comfy.**	
		CAN BE USED BY	
		Every Job	

ADVENTURER'S SUIT

DEF	MDEF	FROM	PRICE
3	0	Munak, Baby Desert Wolf	1000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	30		Armor
REQ. LVL	REFINE	DESCRIPTION	
-	4	**A typical wandering adventurer's outfit. Light and comfy.**	
		CAN BE USED BY	
		Every Job	

MANTLE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	0	60	-	4	NPC	10000		Armor	Simple Cloak	Swordman Acolyte Merchant Thief

MANTLE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	1	60	-	4	Wolf			Armor	Simple Cloak	Swordman Acolyte Merchant Thief

COAT

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
5	0	0	120	-	4	NPC	22000		Armor	Long Coat covering knees.	Swordman Archer Merchant Thief

COAT

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
5	0	1	120	-	4	Caramel, Fur Seal	22000		Armor	Long Coat covering knees.	Swordman Archer Merchant Thief

MINK COAT

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
6	0	1	230	30	4	Desert Wolf	20		Armor	Fur Coat which made of Smooth Leather and Soft Fur from Lunatic.	Swordman Mage Archer Acolyte Merchant Thief

PADDED ARMOR

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
7	0	0	230	-	4	NPC	48000		Armor	Medium Armor consists of well-tempered Metal plates.	Swordman Merchant Thief

PADDED ARMOR

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
7	0	1	230	-	4	Vadon	48000		Armor	Medium Armor consists of well-tempered Metal plates.	Swordman Merchant Thief

CHAIN MAIL

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
8	0	0	330	-	4	NPC	65000		Armor	Heavy Mail Armor consists of well-polished Metal chains.	Swordman Merchant Thief

CHAIN MAIL

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
8	0	1	330	-	4

FULL PLATE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
10	0	0	450	40	4

FULL PLATE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
10	0	1	450	40	4

LORD'S CLOTHES

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
8	5	1	250	70	4

GLITTERING JACKET

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
7	5	1	250	60	4

Favour Co

FORMAL SUIT

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
5	0	1	30	-	4

SILK ROBE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
3	10	1	40	-	4

SILK ROBE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
3	10	1	40	-	4

CHAIN MAIL

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
8	0	1	330	-	4

FROM	PRICE	SPECIALTY	ITEM CLASS
Raydric, Zombie Prisoner	65000		Armor

DESCRIPTION	CAN BE USED BY
Heavy Mail Armor consists of well-polished Metal chains.	Swordman Merchant Thief

FULL PLATE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
10	0	0	450	40	4

FROM	PRICE	SPECIALTY	ITEM CLASS
Injustice, NPC	80000		Armor

DESCRIPTION	CAN BE USED BY
Heavy Armor consists of well-tempered Metal plates.	Swordman

FULL PLATE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
10	0	1	450	40	4

FROM	PRICE	SPECIALTY	ITEM CLASS
Bloody Knight (S), Dopple (S)	80000		Armor

DESCRIPTION	CAN BE USED BY
Heavy Armor consists of well-tempered Metal plates.	Swordman

LORD'S CLOTHES

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
8	5	1	250	70	4

FROM	PRICE	SPECIALTY	ITEM CLASS
Abysmal Knight	20	INT + 1 MDEF +5	Armor

DESCRIPTION	CAN BE USED BY
Formal Dress which Enhances its Wearer's looking gracefully.	Merchant

GLITTERING JACKET

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
7	5	1	250	60	4

FROM	PRICE	SPECIALTY	ITEM CLASS
NOT IMPLEMENTED	20	Blind enemy when attack by 3% chance. MDEF +5	Armor

DESCRIPTION	CAN BE USED BY
Favour Costume of the Dance Club Singer. It is glittering Outrageously so usually Normal people don't want to put on.	Merchant

FORMAL SUIT

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
5	0	1	30	-	4

FROM	PRICE	SPECIALTY	ITEM CLASS
Skeleton Prisoner	20		Armor

DESCRIPTION	CAN BE USED BY
Formal Suit for Male.	Swordman Mage Archer Merchant Acolyte Thief

SILK ROBE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
3	10	1	40	-	4

FROM	PRICE	SPECIALTY	ITEM CLASS
NPC	8000	MDEF +10	Armor

DESCRIPTION	CAN BE USED BY
Robe knitted out of the Supreme Silk. It is enchanted with Magic.	Swordman Mage Archer Merchant Acolyte Thief

SILK ROBE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
3	10	1	40	-	4

FROM	PRICE	SPECIALTY	ITEM CLASS
Creamy	8000	MDEF +10	Armor

DESCRIPTION	CAN BE USED BY
Robe knitted out of the Supreme Silk. It is enchanted with Magic.	Swordman Mage Archer Merchant Acolyte Thief

SCAPULARE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	0	40	-	4	NPC	6500		Armor	Blessed Stole used by a Cleric for the Solemn Mass.	Acolyte

SCAPULARE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	1	40	-	4	Angeling	6500		Armor	Blessed Stole used by a Cleric for the Solemn Mass.	Acolyte

SAINT'S ROBE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
6	5	0	60	-	4	NPC	54000	MDEF +5	Armor	Robe which received Baptism.	Swordman Merchant Acolyte

SAINT'S ROBE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
6	5	1	60	-	4	Obeaune	54000	MDEF +5	Armor	Robe which received Baptism.	Swordman Merchant Acolyte

HOLY ROBE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
7	5	0	170	60	4	NOT IMPLIMENTED	20	15% resist against the Demon 10% resist against attack of shadow property MDEF +5	Armor	Exclusive Clothing for Acolyte Class. It Radiates a Holy Aura.MDEF + 515% resist against the Demon10% resist against attack of shadow property	Acolyte

WOODEN MAIL

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	0	100	-	4	NPC	5500		Armor	Armor constructed out of wood.	Swordman Merchant

WOODEN MAIL

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	1	100	-	4	Elder Willow	5500		Armor	Armor constructed out of wood.	Swordman Merchant

TIGHTS

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
6	0	0	50	45	4	NPC	71000	DEX +1	Armor	Clothes which fits very tightly and is easy to move around in.	Archer

TIGHTS

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
6	0	1	50	45	4

SILVER ROBE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	0	0	70	-	4

SILVER ROBE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	0	1	70	-	4

MAGE COAT

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
5	5	0	60	50	4

THIEF CLOTHES

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
6	0	0	10	-	4

THIEF CLOTHES

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
6	0	1	10	-	4

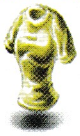
NINJA SUIT

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	DESCRIPTION
7	3	0	150	50	4	Japanes

WEDDING DRESS

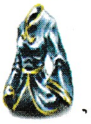
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	DESCRIPTION
0	15	0	50	-	4	Sn

TIGHTS



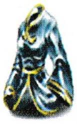
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
6	0	1	50	45	4	Jakk	71000	DEX +1	Armor	Clothes which fits very tightly and is easy to move around in.	Archer

SILVER ROBE



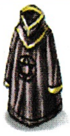
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	0	70	-	4	NPC	7000		Armor	Robe knitted out of with expensive silver threads.	Mage

SILVER ROBE



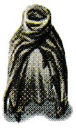
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	1	70	-	4	Whisper	7000		Armor	Robe knitted out of with expensive silver threads.	Mage

MAGE COAT



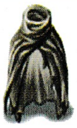
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
5	5	0	60	50	4	Dark Lord	20	INT + 1 MDEF +5	Armor	Exclusive Clothing for Mage Class.It has the Magical Power inside.	Mage

THIEF CLOTHES



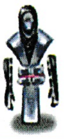
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
6	0	0	10	-	4	NPC	74000	AGI +1	Armor	Extremely Light Clothes for Robbery.	Thief

THIEF CLOTHES



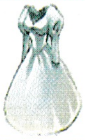
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
6	0	1	10	-	4	Ghostring	74000	AGI +1	Armor	Extremely Light Clothes for Robbery.	Thief

NINJA SUIT



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
7	3	0	150	50	4	Munak, Bongun	20	AGI +1 MDEF +3	Armor	Japanese Ancient Assassin Costume. Allows its wearer to move faster than they normally could.	Thief

WEDDING DRESS



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	15	0	50	-	4	NPC	43000		Armor	Snow white dress of a Bride.Nobody can annoy the Happy Bride in her day.	Female Only(Not Implemented) Swordman Mage Archer

PANTIE

DEF	MDEF	FROM	PRICE
4	0	Zerom	1000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Armor
REQ. LVL	REFINE	DESCRIPTION	
		Triangular Underwear.You'd better not to try on. Because Its defence is Horrible to death.	
-	4	CAN BE USED BY	
		Every Job	

SANDALS

DEF	MDEF	FROM	PRICE
1	0	NPC	400
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	20		Footgear
REQ. LVL	REFINE	DESCRIPTION	
		Cute and Girlish Shoes Fastening the Top of Foot with a Wide Strap. Standard Part of the Girls School Uniform.	
-	4	CAN BE USED BY	
		Every Job	

SANDALS

DEF	MDEF	FROM	PRICE
1	0	Pecopeco (S), Cookie	400
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	20		Footgear
REQ. LVL	REFINE	DESCRIPTION	
		Cute and Girlish Shoes Fastening the Top of Foot with a Wide Strap. Standard Part of the Girls School Uniform.	
-	4	CAN BE USED BY	
		Every Job	

SHOES

DEF	MDEF	FROM	PRICE
2	0	NPC	3500
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	40		Footgear
REQ. LVL	REFINE	DESCRIPTION	
		External Covering for the Human Foot of Leather. Consists of a Stiff Sole and a lighter Upper part ending below the Ankle.	
0	4	CAN BE USED BY	
		Swordman Mage Archer Acolyte Merchant Thief	

SHOES

DEF	MDEF	FROM	PRICE
2	0	Munak	3500
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	40		Footgear
REQ. LVL	REFINE	DESCRIPTION	
		External Covering for the Human Foot of Leather. Consists of a Stiff Sole and a lighter Upper part ending below the Ankle.	
0	4	CAN BE USED BY	
		Swordman Mage Archer Acolyte Merchant Thief	

BOOTS

DEF	MDEF	FROM	PRICE
4	0	NPC	18000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	60		Footgear
REQ. LVL	REFINE	DESCRIPTION	
		Covering of Leather,for the Foot and all Part of Leg. Trimmed a Upper Parts with White Fur from Lunatic. Quite Heavy so only some classes can Put on.	
-	4	CAN BE USED BY	
		Swordman Archer Merchant Thief	

BOOTS

DEF	MDEF	FROM	PRICE
4	0	Argriope	18000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	60		Footgear
REQ. LVL	REFINE	DESCRIPTION	
		Covering of Leather,for the Foot and all Part of Leg. Trimmed a Upper Parts with White Fur from Lunatic. Quite Heavy so only some classes can Put on.	
-	4	CAN BE USED BY	
		Swordman Archer Merchant Thief	

CRYSTAL PUMPS

DEF	MDEF	FROM	PRICE
0	10	Marionette	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	LUK +5	Footgear
REQ. LVL	REFINE	DESCRIPTION	
		Female Pumps made from Fine Crystal. Usually Use for a Formal part of Headdress,as of a Bride. Happy Bride can Beat off anyone annoying and trying to Ruin Her Day.	
-	4	CAN BE USED BY	
		Female Only(Not Implemented) Swordman Mage Archer	

BALL 'N' CHAIN

DEF	MDEF	
3	0	S
SLOT	WEIGHT	
0	300	
REQ. LVL	REFINE	
0	4	

HIGHHEELS

DEF	MDEF
2	5
SLOT	WEIGHT
0	60
REQ. LVL	REFINE
-	4

SLEIPNIR

DEF	MDEF	
0	10	
SLOT	WEIGHT	MH
0	350	
REQ. LVL	REFINE	
-	4	

HOOD

DEF	MDEF
1	0
SLOT	WEIGHT
0	20
REQ. LVL	REFINE
-	4

HOOD

DEF	MDEF
1	0
SLOT	WEIGHT
1	20
REQ. LVL	REFINE
-	4

MUFFLER

DEF	MDEF	
2	0	
SLOT	WEIGHT	
0	40	Scar
REQ. LVL	REFINE	
-	4	

MUFFLER

DEF	MDEF	
2	0	
SLOT	WEIGHT	
1	40	Scarf
REQ. LVL	REFINE	
-	4	

MANTEAU

DEF	MDEF	
4	0	
SLOT	WEIGHT	
0	60	L
REQ. LVL	REFINE	
-	4	

BALL 'N' CHAIN

DEF	3
MDEF	0
SLOT	0
WEIGHT	300
REQ. LVL	0
REFINE	4
FROM	Skeleton Prisoner, Zerom, Zombie Priosoner
PRICE	5000
SPECIALTY	
ITEM CLASS	Footgear
DESCRIPTION	Steel Cuff With a Large,Heavy Iron Ball wich Restricts Movement of a Slave or a Jailbird Not to Escape. Usually Worn on Ankles.
CAN BE USED BY	Every Job

HIGHHEELS

DEF	2
MDEF	5
SLOT	0
WEIGHT	60
REQ. LVL	-
REFINE	4
FROM	Carat
PRICE	8500
SPECIALTY	MDEF +5
ITEM CLASS	Footgear
DESCRIPTION	Striped Shoes wich consists of a Spicky Forehead and a Narrow Heel. By Hearsay It is Rumored to be Worn By a Witch,Providing Wicked Magic Power.
CAN BE USED BY	Swordman Archer Merchant Thief

SLEIPNIR

DEF	0
MDEF	10
SLOT	0
WEIGHT	350
REQ. LVL	-
REFINE	4
FROM	NOT IMPLIMENTED
PRICE	20
SPECIALTY	MHP/MSP + 10%, SP Recovery + 10%, MDEF + 10
ITEM CLASS	Footgear
DESCRIPTION	Shoes named after the war horse of Odin.
CAN BE USED BY	All jobs except Novice

HOOD

DEF	1
MDEF	0
SLOT	0
WEIGHT	20
REQ. LVL	-
REFINE	4
FROM	NPC, Cookie Xmas
PRICE	1000
SPECIALTY	
ITEM CLASS	Garment
DESCRIPTION	Soft and Flexible Covering for the Head and neck.
CAN BE USED BY	Every Job

HOOD

DEF	1
MDEF	0
SLOT	1
WEIGHT	20
REQ. LVL	-
REFINE	4
FROM	Coco, Cookie, Cookie Xmas, Punk
PRICE	1000
SPECIALTY	
ITEM CLASS	Garment
DESCRIPTION	Soft and Flexible Covering for the Head and neck.
CAN BE USED BY	Every Job

MUFFLER

DEF	2
MDEF	0
SLOT	0
WEIGHT	40
REQ. LVL	-
REFINE	4
FROM	NPC
PRICE	5000
SPECIALTY	
ITEM CLASS	Garment
DESCRIPTION	Scarf Worn around the Neck for warmth. Drag to your equipment screen to add to your defense.
CAN BE USED BY	Swordman Mage Archer Acolyte Merchant Thief

MUFFLER

DEF	2
MDEF	0
SLOT	1
WEIGHT	40
REQ. LVL	-
REFINE	4
FROM	Sohee
PRICE	5000
SPECIALTY	
ITEM CLASS	Garment
DESCRIPTION	Scarf Worn around the Neck for warmth. Drag to your equipment screen to add to your defense.
CAN BE USED BY	Swordman Mage Archer Acolyte Merchant Thief

MANTEAU

DEF	4
MDEF	0
SLOT	0
WEIGHT	60
REQ. LVL	-
REFINE	4
FROM	NPC
PRICE	32000
SPECIALTY	
ITEM CLASS	Garment
DESCRIPTION	Long,Loose,Capelike Garment providing protection From Nature's Worst.
CAN BE USED BY	Swordman Merchant Thief

MANTEAU

DEF	4
MDEF	0
SLOT	1
WEIGHT	60
REQ. LVL	-
REFINE	4
FROM	Stormy Knight , Wraith
PRICE	32000
SPECIALTY	
ITEM CLASS	Garment
DESCRIPTION	Long,Loose,Capelike Garment providing protection From Nature's Worst.
CAN BE USED BY	Swordman Merchant Thief

CAPE OF OLD MARQUESS

DEF	2
MDEF	0
SLOT	0
WEIGHT	60
REQ. LVL	40
REFINE	4
FROM	Dark Lord, Dracula (Not yet implemented)
PRICE	20
SPECIALTY	AGI +1
ITEM CLASS	Garment
DESCRIPTION	Cape which has a Rumor that it was worn by an Ancient Marquees. Believe it or not,there's no Doubt of its Ability to Increase the Wearer's Agility.
CAN BE USED BY	Swordman Mage Archer Acolyte Merchant Thief

RAGAMUFFIN MANTEAU

DEF	1
MDEF	10
SLOT	0
WEIGHT	50
REQ. LVL	-
REFINE	4
FROM	Evil Druid, Chepet
PRICE	20
SPECIALTY	MDEF +10
ITEM CLASS	Garment
DESCRIPTION	Old and Useless Cape. Suffered Hardships and priviations in Years, It becomes to possess incorporate Force within. It Will Protects its Wearer from Magical Harms no matter how powerful it is.
CAN BE USED BY	Swordman Mage Archer Acolyte Merchant Thief

RING

DEF	0
MDEF	0
SLOT	0
WEIGHT	10
REQ. LVL	20
REFINE	-
FROM	Mobster, Orc Lord
PRICE	30000
SPECIALTY	STR +2
ITEM CLASS	Accessory
DESCRIPTION	A circular band,esp.one worn on the finger.Increases its Wearer's Strength.
CAN BE USED BY	Swordman Mage Archer Acolyte Merchant Thief

RING

DEF	0
MDEF	0
SLOT	1
WEIGHT	10
REQ. LVL	90
REFINE	-
FROM	Mobster, Stormy Knight
PRICE	30000
SPECIALTY	STR +1
ITEM CLASS	Accessory
DESCRIPTION	Ancient Ring
CAN BE USED BY	Swordman Mage Archer Acolyte Merchant Thief

EARRING

DEF	0
MDEF	0
SLOT	0
WEIGHT	10
REQ. LVL	20
REFINE	-
FROM	Orc Lady
PRICE	30000
SPECIALTY	INT +2
ITEM CLASS	Accessory
DESCRIPTION	Onrnament hanging from the ear.Increases the Wearer's Intelligence.
CAN BE USED BY	Swordman Mage Archer Acolyte Merchant Thief

EARRING

DEF	0
MDEF	0
SLOT	1
WEIGHT	10
REQ. LVL	90
REFINE	-
FROM	Zherlthish
PRICE	30000
SPECIALTY	INT +1
ITEM CLASS	Accessory
DESCRIPTION	Ancient Earring
CAN BE USED BY	Swordman Mage Archer Acolyte Merchant Thief

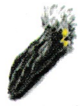
NECKLACE

DEF	0
MDEF	0
SLOT	0
WEIGHT	10
REQ. LVL	20
REFINE	-
FROM	Isis
PRICE	30000
SPECIALTY	VIT +2
ITEM CLASS	Accessory
DESCRIPTION	Necklace of an Ancient Queen.Increases the Wearer's Vitality.
CAN BE USED BY	Swordman Mage Archer Acolyte Merchant Thief

NECKLACE

DEF	0
MDEF	0
SLOT	1
WEIGHT	10
REQ. LVL	90
REFINE	-

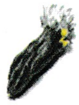
GLOVE



DEF	0
MDEF	0
SLOT	0
WEIGHT	10
REQ. LVL	20
REFINE	-

Mag

GLOVE



DEF	0
MDEF	0
SLOT	1
WEIGHT	10
REQ. LVL	90
REFINE	-

BROOCH

DEF	0
MDEF	0
SLOT	0
WEIGHT	10
REQ. LVL	20
REFINE	-

Magic

BROOCH

DEF	0
MDEF	0
SLOT	1
WEIGHT	10
REQ. LVL	90
REFINE	-

ROSARY

DEF	0
MDEF	5
SLOT	0
WEIGHT	10
REQ. LVL	20
REFINE	-

ROSARY

DEF	0
MDEF	3
SLOT	1
WEIGHT	10
REQ. LVL	90
REFINE	-

CLIP

DEF	0
MDEF	0
SLOT	1
WEIGHT	10
REQ. LVL	20
REFINE	-

NECKLACE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	SPECIALTY	PRICE	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	0	1	10	90	-	NOT IMPLIMENTED	VIT +1	30000	Accessory	Ancient Necklace	Swordman Mage Archer Acolyte Merchant Thief

GLOVE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	SPECIALTY	PRICE	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	0	0	10	20	-	Mummy	DEX +2	30000	Accessory	Magical covering for the hand to improve grip.Can make the Wearer more Dexterous.	Swordman Mage Archer Acolyte Merchant Thief

GLOVE

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	SPECIALTY	PRICE	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	0	1	10	90	-	Sting	Dex +1	30000	Accessory	Ancient Mitten	Swordman Mage Archer Acolyte Merchant Thief

BROOCH

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	SPECIALTY	PRICE	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	0	0	10	20	-	Marionette	AGI +2	30000	Accessory	Magical Ornament having a pin at the back for passing through the clothing. Increases the wearer's Agility.	Swordman Mage Archer Acolyte Merchant Thief

BROOCH

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	SPECIALTY	PRICE	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	0	1	10	90	-	Anolian	Agi +1	30000	Accessory	Ancient Accessory	Swordman Mage Archer Acolyte Merchant Thief

ROSARY

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	SPECIALTY	PRICE	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	5	0	10	20	-	Nightmare, NPC	LUK+2, MDEF +5	15000	Accessory	A string of beads used in counting prayers during their Recitation.	Swordman Mage Archer Acolyte Merchant Thief

ROSARY

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	SPECIALTY	PRICE	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	3	1	10	90	-	Nightmare	LUK +1	15000	Accessory	Ancient Rosary	Swordman Mage Archer Acolyte Merchant Thief

CLIP

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	SPECIALTY	PRICE	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	0	1	10	20	-	Alarm, Dragonfly, Majoruros	SP +10	30000	Accessory	A sort of an Accessory.Possible to attach on everything.	Swordman Mage Archer Acolyte Merchant Thief

SKULL RING

DEF	MDEF	FROM	PRICE
0	0	NPC, Ghoul	10000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Accessory
REQ. LVL	REFINE	DESCRIPTION	
		Unique Ring with an encrusted Skull.Enscribed upon it are the words'^990000Forever to the Death...^000000'.	
-	-	CAN BE USED BY	
		Every Job	

GOLD RING

DEF	MDEF	FROM	PRICE
0	0	Golden Thief Bug	30000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Accessory
REQ. LVL	REFINE	DESCRIPTION	
		Common Ring made out of Gold.Usually it is worn by a person who confesses his ardent love to the beloved one.	
-	-	CAN BE USED BY	
		Every Job	

SILVER RING

DEF	MDEF	FROM	PRICE
0	0	Mummy, Ancient Mummy, Goblin Leader	20000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Accessory
REQ. LVL	REFINE	DESCRIPTION	
		Simple Ring made out of silver.It is quite cheap so people can buy it easily from the shop.	
-	-	CAN BE USED BY	
		Every Job	

FLOWER RING

DEF	MDEF	FROM	PRICE
0	0	Verit	1500
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Accessory
REQ. LVL	REFINE	DESCRIPTION	
		Cute and Pretty Ring made of wild flowers.It is nice for the beloved person.	
-	-	CAN BE USED BY	
		Every Job	

DIAMOND RING

DEF	MDEF	FROM	PRICE
0	0	NPC	45000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Accessory
REQ. LVL	REFINE	DESCRIPTION	
		Very Expensive Ring with a large encrusted Diamond.Every woman Loves it more than anything in the world.	
-	-	CAN BE USED BY	
		Every Job	

EYE OF DULLAHAN

DEF	MDEF	FROM	PRICE
0	0	NOT IMPLIMENTED	90000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Accessory
REQ. LVL	REFINE	DESCRIPTION	
		...	
50	-	CAN BE USED BY	
		Swordman Mage Archer Acolyte Merchant Thief	

SAFETY RING

DEF	MDEF	FROM	PRICE
3	3	Maya	75000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	DEF +3, MDEF +3	Accessory
REQ. LVL	REFINE	DESCRIPTION	
		Mysterious Ring which heals the wearer's Wound.	
40	-	CAN BE USED BY	
		Swordman Mage Archer Acolyte Merchant Thief	

CRITICAL RING

DEF	MDEF	FROM	PRICE
0	0	Guild Treasure Box	75000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	CRIT +5	Accessory
REQ. LVL	REFINE	DESCRIPTION	
		Esoteric Ring which Enables the Wearer to Amplify his hidden power.	
40	-	CAN BE USED BY	
		Swordman Mage Archer Acolyte Merchant Thief	

CELEBRANT'S MITTEN

DEF	MDEF	
1	0	
SLOT	WEIGHT	
0	10	
REQ. LVL	REFINE	
35	-	

MATYR'S LEASH

DEF	MDEF	
1	0	
SLOT	WEIGHT	
0	10	
REQ. LVL	REFINE	
35	-	

ROGUE'S THIMBLE

DEF	MDEF	
1	0	
SLOT	WEIGHT	
0	10	
REQ. LVL	REFINE	Finger Pr
65	-	

ROGUE'S TREASURE

DEF	MDEF	
1	0	
SLOT	WEIGHT	
0	10	
REQ. LVL	REFINE	
65	-	

BELT

DEF	MDEF	
0	0	Giant
SLOT	WEIGHT	
1	120	
REQ. LVL	REFINE	
25	-	

NOVICE ARMLET

DEF	MDEF	
0	0	
SLOT	WEIGHT	
1	20	
REQ. LVL	REFINE	
-	-	

MAGINGIORDE

DEF	MDEF	
2	0	
SLOT	WEIGHT	
0	800	
REQ. LVL	REFINE	Legendary
90	-	

BRYSINGGAMEN

DEF	MDEF	
1	5	
SLOT	WEIGHT	
0	150	
REQ. LVL	REFINE	
95	-	

CELEBRANT'S MITTEN

DEF	MDEF	FROM	PRICE
1	0	Marduk	2
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	INT +1	Accessory
		DESCRIPTION	
		Holy Gloves which Increases the wearer's intelligence.	
REQ. LVL	REFINE	CAN BE USED BY	
35	-	Swordman Mage Archer Acolyte Merchant Thief	

MATYR'S LEASH

DEF	MDEF	FROM	PRICE
1	0	Matyr	2
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	AGI +1	Accessory
		DESCRIPTION	
		Matyr's leash.	
REQ. LVL	REFINE	CAN BE USED BY	
35	-	Swordman Mage Archer Acolyte Merchant Thief	

ROGUE'S THIMBLE

DEF	MDEF	FROM	PRICE
1	0	Treasure Box	10000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	Increase Bow Class Damage.	Accessory
		DESCRIPTION	
		Finger Protector for Archer Class to stretch a Bow easier and smoother. Increase Bow Class Damage.	
REQ. LVL	REFINE	CAN BE USED BY	
65	-	Archer	

ROGUE'S TREASURE

DEF	MDEF	FROM	PRICE
1	0	Treasure Box	10000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	Increase [Steal] Chance.	Accessory
		DESCRIPTION	
		Exclusive Ring for Thief Class.	
REQ. LVL	REFINE	CAN BE USED BY	
65	-	Thief	

BELT

DEF	MDEF	FROM	PRICE
0	0	Giant Hornet, Mutant Dragon, Orc Lord, Zombie Master	20000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	120		Accessory
		DESCRIPTION	
		Belt worn around the waist to support clothing.	
REQ. LVL	REFINE	CAN BE USED BY	
25	-	Swordman Mage Archer Acolyte Merchant Thief	

NOVICE ARMLET

DEF	MDEF	FROM	PRICE
0	0	NPC	400
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	20		Accessory
		DESCRIPTION	
		Bracelet only for Novice.	
REQ. LVL	REFINE	CAN BE USED BY	
-	-	Novice	

MAGINGIORDE

DEF	MDEF	FROM	PRICE
2	0	??	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	800	STR + 40	Accessory
		DESCRIPTION	
		Legendary Belt rumored to be owned by Thor the god of thunder,which increases its wearer's strength.	
REQ. LVL	REFINE	CAN BE USED BY	
90	-	All	

BRYSINGGAMEN

DEF	MDEF	FROM	PRICE
1	5	??	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	150	Increase STR, AGI, INT, VIT + 3 MDEF + 5	Accessory
		DESCRIPTION	
		Legendary necklace worn by Freija the goddes of beauty.	
REQ. LVL	REFINE	CAN BE USED BY	
95	-	All	

BINOCULARS

DEF	MDEF	FROM	PRICE
1	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	DEX + 1	Headgear Middle
		DESCRIPTION	
REQ. LVL	REFINE	Optical Instrument for Use with Both eyes,Having Two Prisms between the Eyepiece and Objective for Righting the image. Helps Archer Class Being More Dexterous.	
		CAN BE USED BY	
50	-	Archer	

BLINKER

DEF	MDEF	FROM	PRICE
0	0	Old Blue Box	1500
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	Never be blinded	Headgear Middle
		DESCRIPTION	
REQ. LVL	REFINE	Cloth which blinds Both eyes with.Suggested for Insomniacs or for People who Don't want to See something Uncomfortable.	
		CAN BE USED BY	
-	-	Every Job	

BLUSH

DEF	MDEF	FROM	PRICE
0	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Middle
		DESCRIPTION	
REQ. LVL	REFINE	Wanna look cute and lovable to your love?Take this. Must-have item for beautiful girls and boys...	
		CAN BE USED BY	
-	-	All	

DIVER GOGGLES

DEF	MDEF	FROM	PRICE
0	0	NPC Mimic	3500
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Middle
		DESCRIPTION	
REQ. LVL	REFINE	Goggles used by divers to explore underwater for sunken treasure	
		CAN BE USED BY	
-	-	Every Job	

EAGLE EYES

DEF	MDEF	FROM	PRICE
1	0	Savage	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Middle
		DESCRIPTION	
REQ. LVL	REFINE	Eyewear shaped of picked eyes.	
		CAN BE USED BY	
-	-	Every Job	

ELVEN EARS

DEF	MDEF	FROM	PRICE
0	0	Giearth	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Middle
		DESCRIPTION	
REQ. LVL	REFINE	Ear-Muffs Simulated Elven Ears.	
		CAN BE USED BY	
70	-	Every Job	

EYE PATCH

DEF	MDEF	FROM	PRICE
0	0	NPC	1000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Middle
		DESCRIPTION	
REQ. LVL	REFINE	Patch for an injured eye to prevent fester	
		CAN BE USED BY	
-	-	Every Job	

FIN HELM

DEF	MDEF	FROM	PRICE
2	0	Obeaune	30
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	30		Headgear Middle
		DESCRIPTION	
REQ. LVL	REFINE	Fin-Shaped Helm which is Rumored to Patronize Swordman Class.	
		CAN BE USED BY	
65	-	Swordman	

GEEK GLASSES

DEF	MDEF	
1	0	
SLOT	WEIGHT	
0	10	
REQ. LVL	REFINE	
-	-	

GLASSES

DEF	MDEF
0	0
SLOT	WEIGHT
0	10
REQ. LVL	REFINE
-	-

GLASSES

DEF	MDEF
0	0
SLOT	WEIGHT
1	10
REQ. LVL	REFINE
-	-

MACHOMAN'S GLASSES

DEF	MDEF	
1	0	
SLOT	WEIGHT	
0	10	Manly
REQ. LVL	REFINE	
-	-	

MASQUERADE

DEF	MDEF	
0	0	
SLOT	WEIGHT	3
0	10	Leather B
REQ. LVL	REFINE	
-	-	

MINI GLASSES

DEF	MDEF	
1	0	
SLOT	WEIGHT	
0	10	Eye
REQ. LVL	REFINE	
-	-	

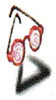
OPERA GHOST MASK

DEF	MDEF
1	0
SLOT	WEIGHT
0	20
REQ. LVL	REFINE
-	-

PURPLE GLASSES

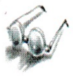
DEF	MDEF	
1	0	
SLOT	WEIGHT	
0	10	High-qu
REQ. LVL	REFINE	
-	-	

GEEK GLASSES



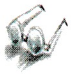
DEF	MDEF	FROM	PRICE
1	0	NPC	20000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	15% resist against Blind	Headgear Middle
REQ. LVL	REFINE	DESCRIPTION	
		When you wear it, your eyes look like spinning in circle. But beyond it, the wearer can see everything clearly. Nobody cannot recognise what you see when you want to peep at something interesting but makes you uneasy.	
-	-	CAN BE USED BY	
		Every Job	

GLASSES



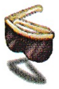
DEF	MDEF	FROM	PRICE
0	0	NPC Old Blue Box	4000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Middle
REQ. LVL	REFINE	DESCRIPTION	
		Optical device to compensate for defective vision	
-	-	CAN BE USED BY	
		Every Job	

GLASSES



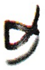
DEF	MDEF	FROM	PRICE
0	0	PROMO ITEM ONLY	4000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	10		Headgear Middle
REQ. LVL	REFINE	DESCRIPTION	
		Optical device to compensate for defective vision	
-	-	CAN BE USED BY	
		Every Job	

MACHOMAN'S GLASSES



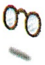
DEF	MDEF	FROM	PRICE
1	0	Old Blue Box	36000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Middle
REQ. LVL	REFINE	DESCRIPTION	
		Manly Goggles which Makes the Wearer Feeling Strong and Vigorous. Suggested for Male.	
-	-	CAN BE USED BY	
		Every Job	

MASQUERADE



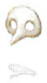
DEF	MDEF	FROM	PRICE
0	0	Dustiness, Zherthlish	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	3% extra damage added on Demi-Human Monsters	Headgear Middle
REQ. LVL	REFINE	DESCRIPTION	
		Leather Blinders in Black,Shaped of ButterFly.Enough to Feel Sadism or Something Weird.	
-	-	CAN BE USED BY	
		Every Job	

MINI GLASSES



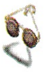
DEF	MDEF	FROM	PRICE
1	0	Old Blue Box	28000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Middle
REQ. LVL	REFINE	DESCRIPTION	
		Eyewear made with minimized glasse. It makes its wearer looking scholastic.	
-	-	CAN BE USED BY	
		Every Job	

OPERA GHOST MASK



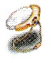
DEF	MDEF	FROM	PRICE
1	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	20		Headgear Middle
REQ. LVL	REFINE	DESCRIPTION	
		Masque which has rumored to be worn by a unfortunate hero of sad story.	
-	-	CAN BE USED BY	
		All	

PURPLE GLASSES



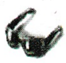
DEF	MDEF	FROM	PRICE
1	0	NPC	24000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Middle
REQ. LVL	REFINE	DESCRIPTION	
		High-quality sunglasses. It blocks sun rays effectively besides of being sharp-looking.	
-	-	CAN BE USED BY	
		Every Job	

SINGLE GLASS



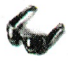
DEF	MDEF	FROM	PRICE
0	0	NPC	10000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Middle
REQ. LVL	REFINE	DESCRIPTION	
-	-	Eyewear of one glass. It seems to be only for the Foppery use rather than the utility use.	
		CAN BE USED BY	
		Every Job	

SUNGLASSES



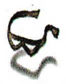
DEF	MDEF	FROM	PRICE
0	0	NPC	5000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Middle
REQ. LVL	REFINE	DESCRIPTION	
-	-	Shade with Darkened Lenses to protect eyes from sun light.	
		CAN BE USED BY	
		Every Job	

SUNGLASSES



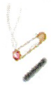
DEF	MDEF	FROM	PRICE
0	0	PROMO ITEM ONLY	5000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	10		Headgear Middle
REQ. LVL	REFINE	DESCRIPTION	
-	-	Shade with Darkened Lenses to protect eyes from sun light.	
		CAN BE USED BY	
		Every Job	

ZORRO MASQUE



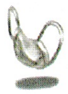
DEF	MDEF	FROM	PRICE
0	0	Goblin(Hammer)	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Middle
REQ. LVL	REFINE	DESCRIPTION	
-	-	Eye patch looking cool.	
		CAN BE USED BY	
		Every Job	

CIGAR



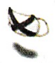
DEF	MDEF	FROM	PRICE
0	0	Orc Warrior	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	Reduce 3% of damage taken from Insect Monsters	Headgear Lower
REQ. LVL	REFINE	DESCRIPTION	
-	-	A narrow, short roll of finely cut tobacco cured for smoking, usually wrapped in a thin paper. Although many adults 'smoke', too much smoking tends to cause every kinds of disease. Therefore under-aged person should not smoke at all!	
		CAN BE USED BY	
		Except Novice(Parental Advisory Needed)	

FLU MASK



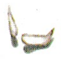
DEF	MDEF	FROM	PRICE
0	0	NPC	300
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	10% resist against silence	Headgear Lower
REQ. LVL	REFINE	DESCRIPTION	
-	-	Device worn over the mouth and nose, as to facilitate breathing.	
		CAN BE USED BY	
		Every Job	

GANGSTER MASK



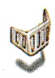
DEF	MDEF	FROM	PRICE
0	0	Zerom	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	Add 15% resist against Silence	Headgear Lower
REQ. LVL	REFINE	DESCRIPTION	
-	-	Unique mask with an 'X' Mark. Could be very useful in public when people strike to accomplish their purpose in silent demonstration.	
		CAN BE USED BY	
		Every Job	

GRAMPA BEARD



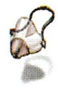
DEF	MDEF	FROM	PRICE
0	0	NPC,Sageworm, Strouf	5000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Lower
REQ. LVL	REFINE	DESCRIPTION	
-	-	Moustache in white color worn by gentlemen.	
		CAN BE USED BY	
		Every Job	

IRON CAIN



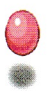
DEF	MDEF	
1	0	
SLOT	WEIGHT	
0	30	Mouth
REQ. LVL	REFINE	
50	-	

OXYGEN MASK



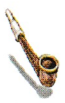
DEF	MDEF	
0	0	
SLOT	WEIGHT	
0	20	Mask
REQ. LVL	REFINE	
-	-	

PIERROT NOSE



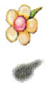
DEF	MDEF
0	0
SLOT	WEIGHT
0	10
REQ. LVL	REFINE
-	-

PIPE



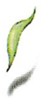
DEF	MDEF
0	0
SLOT	WEIGHT
0	10
REQ. LVL	REFINE
-	-

ROMANTIC FLOWER



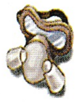
DEF	MDEF	
0	0	
SLOT	WEIGHT	
0	10	A small
REQ. LVL	REFINE	
-	-	

ROMANTIC LEAF



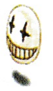
DEF	MDEF
0	0
SLOT	WEIGHT
0	10
REQ. LVL	REFINE
-	-

GAS MASK



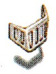
DEF	MDEF
1	0
SLOT	WEIGHT
0	10
REQ. LVL	REFINE
-	-

GOBLINI MASK



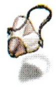
DEF	MDEF
1	0
SLOT	WEIGHT
0	10
REQ. LVL	REFINE
-	-

IRON CAIN



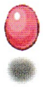
DEF	MDEF	FROM	PRICE
1	0	Raydric, Zombie Prisoner	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	30		Headgear Lower
		DESCRIPTION	
		Mouth protector made out of well-tempered metal. You can keep your teeth out of damage during fight.	
REQ. LVL	REFINE	CAN BE USED BY	
50	-	Swordman	

OXYGEN MASK



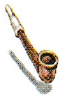
DEF	MDEF	FROM	PRICE
0	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	20		Headgear Lower
		DESCRIPTION	
		Masklike Device placed or worn over Nose and Mouth when inhaling Oxygen from attached Tank.	
REQ. LVL	REFINE	CAN BE USED BY	
-	-	Every Job	

PIERROT NOSE



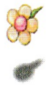
DEF	MDEF	FROM	PRICE
0	0	Lunatic	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Lower
		DESCRIPTION	
		A cute clown nose. You can also pass off as drunk.	
REQ. LVL	REFINE	CAN BE USED BY	
-	-	Every Job	

PIPE



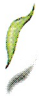
DEF	MDEF	FROM	PRICE
0	0	Eddga	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	Reduce 3% of damage taken from Insect Monsters	Headgear Lower
		DESCRIPTION	
		Quantity, as of tobacco, filling the bowl of such a smoking utensil. Although many adults 'smoke', too much smoking tends to cause every kinds of disease. Therefore under-aged person should not smoke at all!	
REQ. LVL	REFINE	CAN BE USED BY	
-	-	Except Novice(Parental Advisory Needed)	

ROMANTIC FLOWER



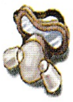
DEF	MDEF	FROM	PRICE
0	0	Red Plant, Yellow Plant, White Plant	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	Reduce 3% of damage taken from Plant Monsters	Headgear Lower
		DESCRIPTION	
		A small and tiny wild flower. You could sate yourself with sentiments when hold on the mouth.	
REQ. LVL	REFINE	CAN BE USED BY	
-	-	Every Job	

ROMANTIC LEAF



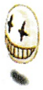
DEF	MDEF	FROM	PRICE
0	0	Blue Plant, Green Plant, Wanderer	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	Reduce 3% of damage taken from Plant Monsters	
		DESCRIPTION	
		A narrow and long leaf. You could sate yourself with sentiments when hold on the mouth.	
REQ. LVL	REFINE	CAN BE USED BY	
-	-	Every Job	

GAS MASK



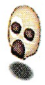
DEF	MDEF	FROM	PRICE
1	0	Myst	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	Add 30% resist against Poison	Headgear Mid/Lower
		DESCRIPTION	
		Masklike device that filters air through Charcoal and Chemicals to protect the wearer against Noxious Gases.But feels very Heavy to Breath and looks Scary.	
REQ. LVL	REFINE	CAN BE USED BY	
-	-	Every Job	

GOBLINI MASK



DEF	MDEF	FROM	PRICE
1	0	Goblin Knife	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Mid/Lower
		DESCRIPTION	
		Masque which Goblin Family have on to Hide their Ugly Faces.Goblins are not smart enough to Craft Something, so this is very Crude…	
REQ. LVL	REFINE	CAN BE USED BY	
-	-	Every Job	

MR. SCREAM



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
1	0	0	10	-	-

FROM PRO Halloween quest item, Phreeoni

PRICE 20

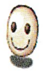
SPECIALTY

ITEM CLASS Headgear Mid/Lower

DESCRIPTION Quite Looking Grotesque Face Protector.It looks Very Painful for a Certain Mental Stress. Can be used in Halloween or for Freaking Out others(If you have a Kinky Taste).

CAN BE USED BY Every Job

MR. SMILE



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
1	0	0	10	-	-

FROM quest item NPC

PRICE 60

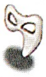
SPECIALTY

ITEM CLASS Headgear Mid/Lower

DESCRIPTION Smile Faced Mask. People would be pretty curious about its Wearer's Real Look beyond.

CAN BE USED BY Every Job

PHANTOM OF OPERA



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
2	0	0	20	-	-

FROM quest item NPC

PRICE 20

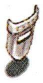
SPECIALTY

ITEM CLASS Headgear Mid/Lower

DESCRIPTION Decoration used for a Masquerade or an Opera. It Emblishes its Wearer Mysteriously.

CAN BE USED BY Every Job

WELDING MASK



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
2	0	0	30	50	-

FROM quest item NPC

PRICE 20

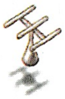
SPECIALTY Add 10% resist against attack of Fire Property

ITEM CLASS Headgear Mid/Lower

DESCRIPTION Mask made out of Steel.It is intended for a Practical Use only so worthless for going out a Date or a Party(People would make Fun of you if you wear this Head Gear for Special Occasion).But needless to say this is the Best to Keep the Face under Any Circumstances.

CAN BE USED BY Merchant

AERIAL



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
3	0	0	10	-	4

FROM Deviace

PRICE 20

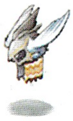
SPECIALTY

ITEM CLASS Headgear Upper

DESCRIPTION Unknown Device which consists of Several Iron Sticks.Few Years Earlier one Fishman Discovered it under the Deep Blue Sea but Until now No One knows How it Works.

CAN BE USED BY Every Job

ANGEL HELM



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
5	3	0	160	74	4

FROM quest item NPC

PRICE 20

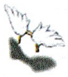
SPECIALTY AGI + 1 , LUK + 1 MDEF + 3

ITEM CLASS Headgear Upper

DESCRIPTION Wonderous headgear made of wing feathers from angels,constructed by a unknown craftman.

CAN BE USED BY Second class only

ANGEL WING



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
2	3	0	10	-	4

FROM Angeling

PRICE 20

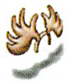
SPECIALTY AGI +1, LUK +1MDEF +3 Reduce 3% damage taken from Demon property

ITEM CLASS Headgear Upper

DESCRIPTION Headpiece which Angel wings attached on. Godly, enlightened might from holy spirit increases the wearer's agility, blesses soul to free and protects from satanic power.

CAN BE USED BY Every Job

ANTLER



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	3	0	50	-	4

FROM quest item NPC

PRICE 20

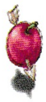
SPECIALTY

ITEM CLASS Headgear Upper

DESCRIPTION Stuffed Antlers of a Deer.

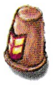
CAN BE USED BY Every Job

APPLE O' ARCHER



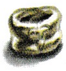
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
0	0	0	20	30	4

ARMY CAP



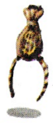
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	0	0	40	0	4

BANDANA



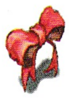
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
1	0	0	10	0	-

BANKRUPTCY OF HEART



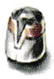
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	0	0	120	38	4

BIG RIBBON



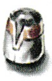
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
2	3	0	20	-	4

BIRETTA



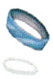
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	0	0	10	-	4

BIRETTA



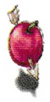
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	0	1	10	-	4

BLUE HAIR BAND



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
1	0	0	15	-	4

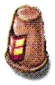
APPLE O' ARCHER



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
0	0	0	20	30	4

FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
Skeleton Archer	20	Dex +3	Headgear Upper	Applelike,Legendary Ornament. Once upon a time,an Expert Archer hit this apple with Only one shoot from a long distance. Helps its Wearer being More Dexterous.	Every Job

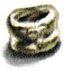
ARMY CAP



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	0	0	40	0	4

FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
NOT IMPLIMENTED	20		Headgear Upper	Military cap worn by prontera squad.	Swordman Merchant Archer Thief

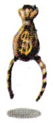
BANDANA



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
1	0	0	10	0	-

FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
NPC, Pirate Skeleton	400		Headgear Upper	Common Bandana in Ivory colour	Every Job

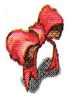
BANKRUPTCY OF HEART



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	0	0	120	38	4

FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
quest item NPC	20	INT + 1 , DEX + 1	Headgear Upper	Head Gear telling the sad story of a unfortunate merchant who lost everything.	Merchant

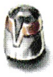
BIG RIBBON



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
2	3	0	20	-	4

FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
Toad , Wild Rose	15000	MDEF +3	Headgear Upper	Over-sized ribbon in pure red color. It has a hidden magical power inside.	Every Job

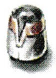
BIRETTA



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	0	0	10	-	4

FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
NPC	9000		Headgear Upper	Stiff Squre cap with three or four upright projecting pieces.	Acolyte

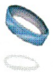
BIRETTA



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	0	1	10	-	4

FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
Evil Druid, Chepet	9000		Headgear Upper	Stiff Squre cap with three or four upright projecting pieces.	Acolyte

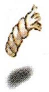
BLUE HAIR BAND



DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
1	0	0	15	-	4

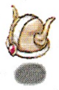
FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
quest item NPC	20		Headgear Upper	Slant hairband in blue colour. It brings attention by its pretty shape.	Every Job

BOMB WICK



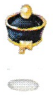
DEF	MDEF	FROM	PRICE
1	0	Horong	**20**
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	-	Wick-like Ornament stuck into the Top of the Head.	
		CAN BE USED BY	
		Every Job	

BONE HELM



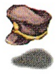
DEF	MDEF	FROM	PRICE
7	0	Khalitzburg, Dark Illusion	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	80	Increase 15% of damage taken from attack of Shadow Property	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
70	4	Hardy and Stout Helm which made of Bones. Hard to Put on due to its Heavy Weight,But you can count on it in the Bloody Battle.	
		CAN BE USED BY	
		Swordman Merchant	

BONGUN HAT



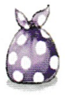
DEF	MDEF	FROM	PRICE
5	0	Bongun	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	30		Mid/ lower
REQ. LVL	REFINE	DESCRIPTION	
-	4	Headgear upper/ mid/ lower	
		CAN BE USED BY	
		Every Job	

BOYS CAP



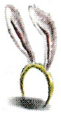
DEF	MDEF	FROM	PRICE
2	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper/ mid/ lower
REQ. LVL	REFINE	DESCRIPTION	
-	4	Cap in Black,the standard part of Boys School Uniform.	
		CAN BE USED BY	
		Every Job	

BUNDLE HAT



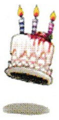
DEF	MDEF	FROM	PRICE
0	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	100		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Special, non-hatlike hat used by married women in old Korea, when they had to carry heavy goods. Usually most of them are made out of dott-patterned fabric.	
		CAN BE USED BY	
		Merchant	

BUNNY BAND



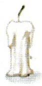
DEF	MDEF	FROM	PRICE
2	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	LUK + 2	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Hairband with simulated rabbit ears attached. It is the ultra rare item and rumored to bring a luck	
		CAN BE USED BY	
		Every Job	

CAKE HAT



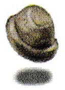
DEF	MDEF	FROM	PRICE
1	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	150		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Very useful hat to notify your birthday to your friends or people at the day,(Reaction from them could be both-celebration and disregard.) However it's obviously an imitation of Birthday Cake, better not to rush into the cake for your appetite.Your teeth could be damaged by your stupidity.	
		CAN BE USED BY	
		All except Novice	

CANDLE



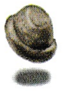
DEF	MDEF	FROM	PRICE
0	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	15		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Melted wax running down a candlestick could give strange sensation to some people in a certain group.	
		CAN BE USED BY	
		Every Job	

CAP



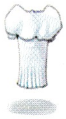
DEF	MDEF
4	0
SLOT	WEIGHT
0	40
REQ. LVL	REFINE
-	4

CAP



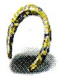
DEF	MDEF
4	0
SLOT	WEIGHT
1	40
REQ. LVL	REFINE
-	4

CHEF'S HAT



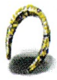
DEF	MDEF
1	0
SLOT	WEIGHT
0	30
REQ. LVL	REFINE
50	4

CIRCLET



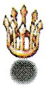
DEF	MDEF	
3	3	
SLOT	WEIGHT	
0	30	Ring-shap
REQ. LVL	REFINE	
-	4	

CIRCLET



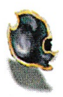
DEF	MDEF	
3	3	
SLOT	WEIGHT	
1	30	Ring-shap
REQ. LVL	REFINE	
-	4	

CORONET



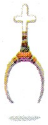
DEF	MDEF	
3	0	
SLOT	WEIGHT	
0	30	Small, deco
REQ. LVL	REFINE	
-	4	

CORSAIR



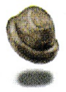
DEF	MDEF	
5	0	
SLOT	WEIGHT	
0	50	Great Hat for a
REQ. LVL	REFINE	
-	4	

CROSS BAND



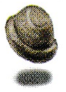
DEF	MDEF
1	0
SLOT	WEIGHT
0	25
REQ. LVL	REFINE
10	4

CAP



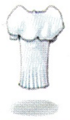
DEF	MDEF	FROM	PRICE
4	0	NPC	12000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	40		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Simple but exceptional hat with no brim.	
		CAN BE USED BY	
-	4	Swordman Merchant Archer Thief	

CAP



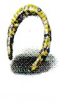
DEF	MDEF	FROM	PRICE
4	0	Giearth, Caterpillar	12000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	40		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Simple but exceptional hat with no brim.	
		CAN BE USED BY	
-	4	Swordman Merchant Archer Thief	

CHEF'S HAT



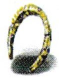
DEF	MDEF	FROM	PRICE
1	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	30	DEX +1	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Usually spotted in the restaurant, it's rumored its size and height is affected by its wearer(chef)'s rank and ability.	
		CAN BE USED BY	
50	4	All except Novice	

CIRCLET



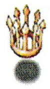
DEF	MDEF	FROM	PRICE
3	3	NPC	7500
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	30	MDEF +3	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Ring-shaped ornament for girls set with small jewels. It wards off harmful magics.	
		CAN BE USED BY	
-	4	Mage Acolyte	

CIRCLET



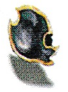
DEF	MDEF	FROM	PRICE
3	3	Isis	7500
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	30	MDEF +3	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Ring-shaped ornament for girls set with small jewels. It wards off harmful magics.	
		CAN BE USED BY	
-	4	Mage Acolyte	

CORONET



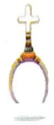
DEF	MDEF	FROM	PRICE
3	0	Mistress	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	30	INT +1	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Small, decorative crown made out of pure-gold, worn by nobles or peers. Increases the wearer's intelligence.	
		CAN BE USED BY	
-	4	All except Novice	

CORSAIR



DEF	MDEF	FROM	PRICE
5	0	Drake	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	50	VIT +1	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Great Hat for a Captain Pirate.It is intended to look like a Giant Pirate Ship.But it is Worn-Out after passed Many Captains through.	
		CAN BE USED BY	
-	4	Every Job	

CROSS BAND



DEF	MDEF	FROM	PRICE
1	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	25		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Hairband which a Cross is attached on top.Light and cute.	
		CAN BE USED BY	
10	4	Every Job	

CROWN

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	0	40	45	4	Osiris	20	INT +2	Headgear Upper	Ornamental Wreath set with beautiful jewels. Legend says it was worn by an ancient king and grants wisdom to its wearer	Male Only(Not Implemented) Every Job

CUTE RIBBON

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
1	0	0	10	-	-	Eclipse	500	SP +20	Headgear Upper	Ornamental Ribbon for the head.	Every Job

DEVIRUCHI HAT

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
2	0	0	80	64	4	quest item NPC	20	STR + 1 , INT + 1	Headgear Upper	Hat simulated the shape of Deviruchi the petite diablo,it's very neat ,cute and giving delight to wear or to see its wearer.	Every Job

DOCTOR BAND

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
3	0	0	10	-	4	quest item NPC	20	INT + 1	Headgear Upper	Circular band set with well-polished round metal on the middle. Usually use for a medical examination.	Every Job

EAR MUFFS

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
3	0	0	20	-	4	quest item NPC	20	Add 10% resist against Curse	Headgear Upper	Ear Protector which keeps its Wearer out of the Noise Pollution or from Coldness.	Every Job

EGG SHELL

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
3	0	0	20	-	-	Super Picky, Eggyra	20		Headgear Upper	It looks funny but actually it's quite solid.	Every Job

EVIL WING

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
3	2	0	10	-	4	Deviruchi	20	STR + 1, MDEF +2, Reduce 3% damage taken from Holy property	Headgear Upper	Headpiece which evil wings attached on. Mystic and dangerous might from demon increases the wearer's strength and protests from sacred power	Every Job

FANCY FLOWER

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	0	0	10	-	-	Creamy, Dragon Tail	20	10% resist against Plant type	Headgear Upper	Small flower decorated on the top of head	Every Job

FASHION SUNGLASSES

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
0	0	0	10	-	4

Sung

FEATHER BONNET

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	0	0	30	-	4

FIRST MOON HAIRPIN

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
0	0	0	10	-	4

FRUIT SHELL

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	0	0	15	-	-

Hat made

FUNERAL HAT

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
1	0	0	10	-	-

Korean

GEMMED SALLET

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	3	0	50	-	4

GEMMED SALLET

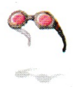
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
4	3	1	50	-	4

GHOST BANDANA

DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE
0	0	0	10	-	4

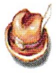
AGI +

FASHION SUNGLASSES



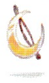
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	0	0	10	-	4	quest item NPC	20		Headgear Upper	Sunglasses which is neat to wear and efficient to pay attention on the things what to see.	Every Job

FEATHER BONNET



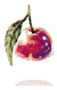
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	0	30	-	4	quest item NPC	20	AGI +1	Headgear Upper	Fabulous Bonnet whch One Archaic Feather attched on.	Archer

FIRST MOON HAIRPIN



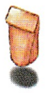
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	0	0	10	-	4	quest item NPC	20		Headgear Upper	Hairpin shaped in Cresent.	Every Job

FRUIT SHELL



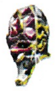
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	0	0	15	-	-	quest item NPC	20		Headgear Upper	Hat made out of a half of nut shell. Although it's solid and providing excellent defence,it is vurnarably weak for item upgrade service.	Every Job

FUNERAL HAT



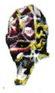
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
1	0	0	10	-	-	Old Blue Box	3000		Headgear Upper	Korean Traditional Costume for a Funeral Ceremony. Usually Worn by a Bereaved Family and Close Friends.	Every Job

GEMMED SALLET



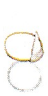
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	3	0	50	-	4	NPC	50000	MDEF +3	Headgear Upper	Ornate, bejeweled Head protector. It wards off harmful magics	Swordman Merchant Thief

GEMMED SALLET



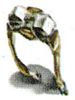
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
4	3	1	50	-	4	Old Blue Box	50000	MDEF +3	Headgear Upper	Ornate, bejeweled Head protector. It wards off harmful magics	Swordman Merchant Thief

GHOST BANDANA



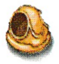
DEF	MDEF	SLOT	WEIGHT	REQ. LVL	REFINE	FROM	PRICE	SPECIALTY	ITEM CLASS	DESCRIPTION	CAN BE USED BY
0	0	0	10	-	4	Ghostring	20	AGI + 2 Reduce 15% of damage taken from Telekinesis property	Headgear Upper	Japanese traditional costume worn by people beyond the world. By hearsay It forms Triangular shaped, but nobody has saw for now on. If anyone alive gets it by chance, it could increase its wearer's agility	Every Job

GOGGLES



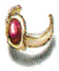
DEF	MDEF	FROM	PRICE
5	0	unslotted from killer mantis, Martin (01)	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0,1	30		Headgear Upper/Mid
		DESCRIPTION	
		Large spectacles that prevent eye injury when moving at high speed	
REQ. LVL	REFINE	CAN BE USED BY	
-	4	Swordman Merchant Thief	

GOLDEN GEAR



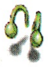
DEF	MDEF	FROM	PRICE
5	0	Golden Thief Bug	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	90	Never be damaged	Headgear Upper
		DESCRIPTION	
		Head protector made out of pure-gold. It blocks physical attack from enemy efficiently but very expensive to purchase	
REQ. LVL	REFINE	CAN BE USED BY	
40	4	Swordman Mage Archer Acolyte Merchant Thief	

GRAND CIRCLET



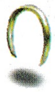
DEF	MDEF	FROM	PRICE
3	4	Orc Lord, Stormy Knight	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	20	STR +1, INT +1, LUK +1, MDEF +4	Headgear Upper
		DESCRIPTION	
		Circlet Worn by a Leader of the Tribe or a Guild.	
REQ. LVL	REFINE	CAN BE USED BY	
55	4	Every Job	

GREEN FEELER



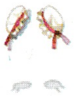
DEF	MDEF	FROM	PRICE
2	0	Rocker	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper
		DESCRIPTION	
		Green Coloured Insect Feeler.	
REQ. LVL	REFINE	CAN BE USED BY	
-	-	Every Job	

HAIR BAND



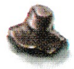
DEF	MDEF	FROM	PRICE
1	0	Old Blue Box	500
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper
		DESCRIPTION	
		Simple ornament to hold hair in place	
REQ. LVL	REFINE	CAN BE USED BY	
-	-	Every Job	

HAIR PROTECTOR



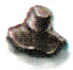
DEF	MDEF	FROM	PRICE
0	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	15		Headgear Upper
		DESCRIPTION	
		Well-known item which has rumored to be worn by a great woman warrior in ancient age. Her kicks enchanted all followers in battles.	
REQ. LVL	REFINE	CAN BE USED BY	
14	4	Every Job	

HAT



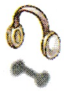
DEF	MDEF	FROM	PRICE
2	0	NPC, Spore	1000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	20		Headgear Upper
		DESCRIPTION	
		A simple wide brimmed hat.	
REQ. LVL	REFINE	CAN BE USED BY	
-	4	Every Job	

HAT



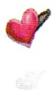
DEF	MDEF	FROM	PRICE
2	0	Poison Spore	1000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	20		Headgear Upper
		DESCRIPTION	
		A simple wide brimmed hat.	
REQ. LVL	REFINE	CAN BE USED BY	
-	4	Every Job	

HEADSET



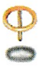
DEF	MDEF	
3	0	
SLOT	WEIGHT	
0	20	
REQ. LVL	REFINE	
-	4	

HEART HAIRPIN



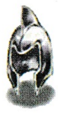
DEF	MDEF	
0	0	
SLOT	WEIGHT	
0	10	
REQ. LVL	REFINE	Cute h
-	4	

HEAVEN RING



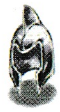
DEF	MDEF	
0	0	
SLOT	WEIGHT	Ac
0	10	
REQ. LVL	REFINE	
-	4	

HELM



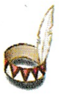
DEF	MDEF	
6	0	
SLOT	WEIGHT	
0	60	Rom
REQ. LVL	REFINE	
-	4	

HELM



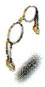
DEF	MDEF	
6	0	
SLOT	WEIGHT	
0	60	Rom
REQ. LVL	REFINE	
-	4	

INDIAN FILLET



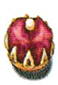
DEF	MDEF	
3	0	
SLOT	WEIGHT	
0	10	
REQ. LVL	REFINE	
-	4	

JACK O DANDY



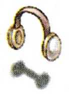
DEF	MDEF	
1	0	
SLOT	WEIGHT	
0	10	
REQ. LVL	REFINE	
-	-	

JEWEL CROWN



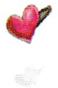
DEF	MDEF	
4	3	
SLOT	WEIGHT	
0	60	Ornament
REQ. LVL	REFINE	
60	-	

HEADSET



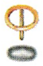
DEF	MDEF	FROM	PRICE
3	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	20	Add 10% resist against Curse	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Incomplete Device of an Old Craftsman. After he passed away His Grandson made a Copy of its Outlook.Simply it is just a Hardy Ear-Muffs until Now.	
-	4	CAN BE USED BY	
		Every Job	

HEART HAIRPIN



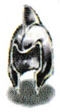
DEF	MDEF	FROM	PRICE
0	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Cute hairpin that a heart's attached on. It makes its wearer look adorable and charming.	
-	4	CAN BE USED BY	
		Archer	

HEAVEN RING



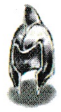
DEF	MDEF	FROM	PRICE
0	0	Whisper, Angeling	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	Add 15% resist against attack of Holy Property	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Spiritual Token for the Good People beyond the Realm.	
-	4	CAN BE USED BY	
		Every Job	

HELM



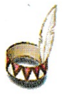
DEF	MDEF	FROM	PRICE
6	0	NPC	44000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	60		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Roman style head gear, formed as a single cylindrical piece with a flat. Enclosing most of the head parts	
-	4	CAN BE USED BY	
		Every Job	

HELM



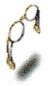
DEF	MDEF	FROM	PRICE
6	0	Bloody Knight, Doppelganger	44000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	60		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Roman style head gear, formed as a single cylindrical piece with a flat. Enclosing most of the head parts	
-	4	CAN BE USED BY	
		Every Job	

INDIAN FILLET



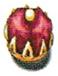
DEF	MDEF	FROM	PRICE
3	0	Goblin (Flail)	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Wild Headband.Seems to be Worn by Primitives Living in the Deep Forest or in the Wasteland.	
-	4	CAN BE USED BY	
		Swordman Merchant Thief	

JACK O DANDY



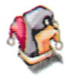
DEF	MDEF	FROM	PRICE
1	0	Old Blue Box	45000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Eyewear but usually use as a hair piece.	
-	-	CAN BE USED BY	
		Swordman Merchant Thief	

JEWEL CROWN



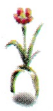
DEF	MDEF	FROM	PRICE
4	3	Old Blue Box	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	60	INT + 2, LUK + 1	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Ornamental Wreath made of Silk and Set with High-Quality Gems. Usually Worn by a Monarch as a symbol of Sovereignty.	
60	-	CAN BE USED BY	
		Every Job	

JOKER JESTER



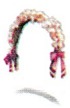
DEF	MDEF	FROM	PRICE
1	5	Carat	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	MDEF +5	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
60	-	Special Hat which is in favour with the Clown. Upper is devided into Few Parts and every part of it Coloured differently and Lousily. Even though it looks Funny it is rumored to Protect the Wearer from the Injurious Magic.	
		CAN BE USED BY	
		Swordman Merchant Thief	

KAFRA BAND



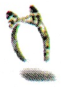
DEF	MDEF	FROM	PRICE
2	0	Verit	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Hairband crafted of beautiful flowers	
		CAN BE USED BY	
		Swordman Mage Archer Acolyte Merchant Thief	

KAFRA HAIR BAND



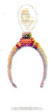
DEF	MDEF	FROM	PRICE
3	3	??	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	50	MDEF +3	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Standard uniform part of Kafra ladies.	
		CAN BE USED BY	
		Every Job	

KITTY BAND



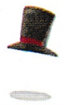
DEF	MDEF	FROM	PRICE
2	0	Smokie	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Hairband with simulated cat ears attached	
		CAN BE USED BY	
		Every Job	

LIGHT BULB BAND



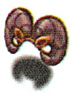
DEF	MDEF	FROM	PRICE
0	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	50		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Hair band that a shining bulb is attached on.	
		CAN BE USED BY	
		Every Job	

MAGICIAN HAT



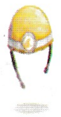
DEF	MDEF	FROM	PRICE
3	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	50	DEX + 1 , AGI + 1 , SP + 50	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
50	4	Hat worn by magicians on the show,which seems a rabbit coming out of it instantly. Pretty stout so that it won't be destroyed easily	
		CAN BE USED BY	
		Every Job	

MAJESTIC GOAT



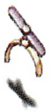
DEF	MDEF	FROM	PRICE
5	0	Baphomet	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	80	STR +1	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Headpiece which moose horns attached on. It has a religious significance and increase the wearer's strength	
		CAN BE USED BY	
		Every Job	

MINER'S HELM



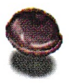
DEF	MDEF	FROM	PRICE
4	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	150	DEX +2	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
55	4	Safety helmet that a headlight is attached on the forehead, for seeing things in the dark. It owns proudly strong durability, which bears most of stoneheads.	
		CAN BE USED BY	
		Every Job	

MINI PROPELLER



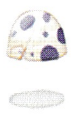
DEF	MDEF	
1	0	
SLOT	WEIGHT	
0	10	Headpie
REQ. LVL	REFINE	
-	4	

MONK HAT



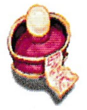
DEF	MDEF	
5	3	
SLOT	WEIGHT	
0	10	Ceren
REQ. LVL	REFINE	
-	4	

MOTTLED EGG SHELL



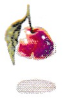
DEF	MDEF	
4	0	
SLOT	WEIGHT	
0	40	Myster
REQ. LVL	REFINE	
-	-	

MUNAK HAT



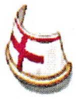
DEF	MDEF	
5	0	
SLOT	WEIGHT	R
0	30	
REQ. LVL	REFINE	
-	-	

MYSTERY FRUIT SHELL



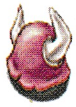
DEF	MDEF
5	0
SLOT	WEIGHT
0	30
REQ. LVL	REFINE
30	4

NURSE CAP



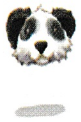
DEF	MDEF	
2	0	
SLOT	WEIGHT	
0	10	P
REQ. LVL	REFINE	
-	4	

ORC HELM



DEF	MDEF	
5	0	
SLOT	WEIGHT	
0	50	Helm
REQ. LVL	REFINE	
-	4	

PANDA HAT



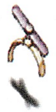
DEF	MDEF	
3	0	
SLOT	WEIGHT	
0	80	Hat
REQ. LVL	REFINE	
40	4	

You reach half of the guidebook! Let me insert something… :p if you want to experience this gameplay you may join us @ https:///www.phro.fun – It's a no donation server with 1x rates, enabled MVP & Miniboss cards, single client, Singapore host.

Some Qualities of Life like:
-autorade
-autobuy store
-hourly points & pvp refill pots
-global chat
-mail system

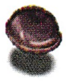
most players are from Philippines. Thank you & Rök On!

MINI PROPELLER



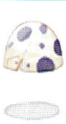
DEF	MDEF	FROM	PRICE
1	0	Hunter Fly	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Headpiece which a certain device having a revolving hub with radiating blades attached on. Do not try to fly by using this thing.(Parental Advisory required)	
		CAN BE USED BY	
		Every Job	

MONK HAT



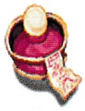
DEF	MDEF	FROM	PRICE
5	3	Cruiser	30000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	MDEF +3	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Ceremonial costume worn by presbyters. Sacred force protects its wearer from evil power.	
		CAN BE USED BY	
		Acolyte	

MOTTLED EGG SHELL



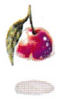
DEF	MDEF	FROM	PRICE
4	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	40		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	-	Mysteriously colourful egg shell. Its size is compatible even for Bigheaded people. It is impossible to upgrade this item.	
		CAN BE USED BY	
		Every Job	

MUNAK HAT



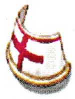
DEF	MDEF	FROM	PRICE
5	0	Munak	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	30	Reduce 10% of damage taken from the Undead	Headgear Upper/Mid/Lower
REQ. LVL	REFINE	DESCRIPTION	
-	-	Over-sized Chinese Turban which Munak the little undead wears always. A Chinese queue and a unknown talisman are attached back and forth	
		CAN BE USED BY	
		All except Novice	

MYSTERY FRUIT SHELL



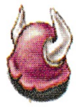
DEF	MDEF	FROM	PRICE
5	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	30		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
30	4	Headgear made out of a wonderous nutshell cut in a half. No wonder it's extremely strong against impact,because its name is "Wonder Nutshell".	
		CAN BE USED BY	
		Every Job	

NURSE CAP



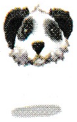
DEF	MDEF	FROM	PRICE
2	0	Sohee	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	INT +1	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Professional Costume for a person formally educated and trained in the Care of the Sick or Infirm.	
		CAN BE USED BY	
		Acolyte	

ORC HELM



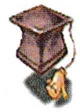
DEF	MDEF	FROM	PRICE
5	0	Orc Warrior, Orc Skeleton	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	50		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
-	4	Helm of Orc Craftsman.So-Called `Viking Helm'.As you See Orcish Style is Very Barbarious and Primeval.	
		CAN BE USED BY	
		Swordman Merchant Thief	

PANDA HAT



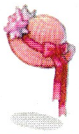
DEF	MDEF	FROM	PRICE
3	0	Sasquatch	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	80		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
40	4	Hat simulated a Panda head without face,highly favored in female fans for its irresistably likable appearance.You might realise yourself in a bamboo forest,eating bamboo leaves after wearing this on the head.	
		CAN BE USED BY	
		Every Job	

PH.D HAT



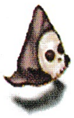
DEF	MDEF	FROM	PRICE
3	0	quest item NPC, Sageworm	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	20		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Special Hat which used for Celebrating One's Graduation in Educational Course. Quite Solid Enough to Protect the Head.	
-	4	CAN BE USED BY	
		Every Job	

PICNIC HAT



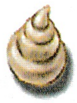
DEF	MDEF	FROM	PRICE
1	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	80		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Fashionable hat with a wide brim, which is very efficient to block strong sunrays. You might get in trouble with this hat in a rainy day.	
-	4	CAN BE USED BY	
		Every Job	

PIRATE BANDANA



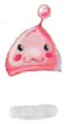
DEF	MDEF	FROM	PRICE
3	0	Pirate Skeleton	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	STR +1	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Bandana which symbolizes the Lawless of the Sea. Increases the Wearer's Strength.	
-	4	CAN BE USED BY	
		Every Job	

POO POO HAT



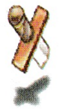
DEF	MDEF	FROM	PRICE
0	0	Big Foot	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	70	Reduce 10% of damage taken from Demi-Human Monsters	Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Hat shaped Bull's Excrements.It smells Bad Also.	
-	-	CAN BE USED BY	
		Every Job	

PORING HAT



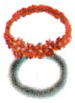
DEF	MDEF	FROM	PRICE
2	0	Marin	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	70		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Hat simulated the shape of all-time favour Poring.	
38	4	CAN BE USED BY	
		Every Job	

PRETEND MURDERED



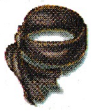
DEF	MDEF	FROM	PRICE
1	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Sort of Stage Property.Seems to be worn by a Performer who pretends to be murdered with a Knife on his Head.	
-	-	CAN BE USED BY	
		Every Job	

PUPPY LOVE



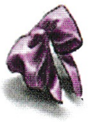
DEF	MDEF	FROM	PRICE
1	0	Moonlight Flower	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Wreath which is made of Wild Flowers. Made by a little lady who fell in Love for the first time in her Life.	
-	4	CAN BE USED BY	
		Every Job	

RED BANDANA



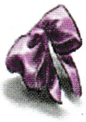
DEF	MDEF	FROM	PRICE
2	0	Goblin (Axe)	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10		Headgear Upper
REQ. LVL	REFINE	DESCRIPTION	
		Bandana in Maroon Colour.	
-	4	CAN BE USED BY	
		Every Job	

RIBBON



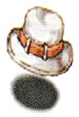
DEF	MDEF	
1	3	
SLOT	WEIGHT	
0	10	A
REQ. LVL	REFINE	
-	4	

RIBBON



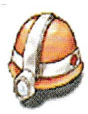
DEF	MDEF	
1	3	
SLOT	WEIGHT	
1	10	
REQ. LVL	REFINE	
-	4	

ROMANTIC GENT



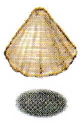
DEF	MDEF	
3	0	
SLOT	WEIGHT	
0	40	Wid
REQ. LVL	REFINE	
-	4	

SAFETY HELM



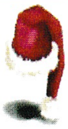
DEF	MDEF	
3	3	
SLOT	WEIGHT	
0	50	Safet
REQ. LVL	REFINE	
-	4	

SAKKAT



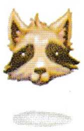
DEF	MDEF	
3	0	
SLOT	WEIGHT	
0	30	Usually Used f
REQ. LVL	REFINE	
-	4	

SANTA HAT



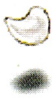
DEF	MDEF	
1	1	
SLOT	WEIGHT	
0	10	Peaked hat Folklore who br
REQ. LVL	REFINE	
-	4	

SMOKIE HAT



DEF	MDEF	
3	0	
SLOT	WEIGHT	
0	90	
REQ. LVL	REFINE	
50	4	

SNOW HORN



DEF	MDEF	
2	0	
SLOT	WEIGHT	
0	10	Horn-sha
REQ. LVL	REFINE	
-	4	

PRICE
20
M CLASS
gear Upper
Protect the Head.

PRICE
20
M CLASS
gear Upper

PRICE
20
M CLASS
gear Upper
ngth.

PRICE
20
M CLASS
gear Upper

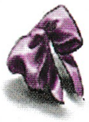
PRICE
20
M CLASS
gear Upper

PRICE
20
M CLASS
dgear Upper
Knife on his Head.

PRICE
20
EM CLASS
gear Upper
t time in her Life.

PRICE
20
EM CLASS
dgear Upper

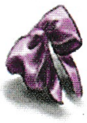
RIBBON



DEF	MDEF
1	3
SLOT	WEIGHT
0	10
REQ. LVL	REFINE
-	4

FROM	PRICE
NPC	800
SPECIALTY	ITEM CLASS
MDEF +3	Headgear Upper
DESCRIPTION	
A hair pin made out of satin with indigo blue stripes that wards off harmful magic and adds defense.	
CAN BE USED BY	
Every Job	

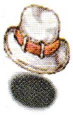
RIBBON



DEF	MDEF
1	3
SLOT	WEIGHT
1	10
REQ. LVL	REFINE
-	4

FROM	PRICE
Sting, Farmiliar	800
SPECIALTY	ITEM CLASS
MDEF +3	Headgear Upper
DESCRIPTION	
A hair pin made out of satin with indigo blue stripes that wards off harmful magic and adds defense.	
CAN BE USED BY	
Every Job	

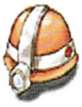
ROMANTIC GENT



DEF	MDEF
3	0
SLOT	WEIGHT
0	40
REQ. LVL	REFINE
-	4

FROM	PRICE
Vocal	15000
SPECIALTY	ITEM CLASS
	Headgear Upper
DESCRIPTION	
Wide-awake hat in Ivory colour, usually worn by a middle aged man sprucing up for a special occasion.	
CAN BE USED BY	
Every Job	

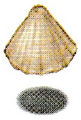
SAFETY HELM



DEF	MDEF
3	3
SLOT	WEIGHT
0	50
REQ. LVL	REFINE
-	4

FROM	PRICE
Martin	20
SPECIALTY	ITEM CLASS
Never be damaged.	Headgear Upper
DESCRIPTION	
Safety Helmet to Prevent a Accident During Work.Round Top of it Reduces Damages of the Impact efficiently ,also it is Very Sturdy.You Can Survive under any Horrible Circumstances.	
CAN BE USED BY	
Every Job	

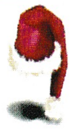
SAKKAT



DEF	MDEF
3	0
SLOT	WEIGHT
0	30
REQ. LVL	REFINE
-	4

FROM	PRICE
quest item NPC	20
SPECIALTY	ITEM CLASS
AGI +1	Headgear Upper
DESCRIPTION	
Usually Used for Avoiding Rain or Harmful Sun Ray and Worn by Ssaurabi,the Korean Ancient Warrior.Increases Its Wearer's Agility.	
CAN BE USED BY	
Every Job	

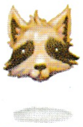
SANTA HAT



DEF	MDEF
1	1
SLOT	WEIGHT
0	10
REQ. LVL	REFINE
-	4

FROM	PRICE
	20
SPECIALTY	ITEM CLASS
Xmas Goblin, Santa Poring LUK +1, MDEF +1	Headgear Upper
DESCRIPTION	
Peaked hat in red color, a white soft furball hanging on the top. Usually known as worn by Santa Claus the Grandfatherly man of Folklore who brings gift to well-behaved children at christmas. It is rumored to bring a luck to its wearer and protect from harmful magic.	
CAN BE USED BY	
Every Job	

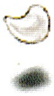
SMOKIE HAT



DEF	MDEF
3	0
SLOT	WEIGHT
0	90
REQ. LVL	REFINE
50	4

FROM	PRICE
quest item NPC	20
SPECIALTY	ITEM CLASS
	Headgear Upper
DESCRIPTION	
Hearty recommendation item for people who want to be Smokie the Raccoon monster, made by a unknown maker. Possibly favored in male fans.	
CAN BE USED BY	
Every Job	

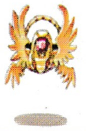
SNOW HORN



DEF	MDEF
2	0
SLOT	WEIGHT
0	10
REQ. LVL	REFINE
-	4

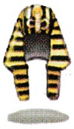
FROM	PRICE
Mastering, Sword Fish	20
SPECIALTY	ITEM CLASS
	Headgear Upper
DESCRIPTION	
Horn-shaped ornament possibly attached on forehead of its wearer. You could look like a unicorn.	
CAN BE USED BY	
Every Job	

SOLAR GOD HELM



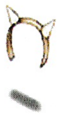
DEF	4
MDEF	0
SLOT	0
WEIGHT	120
REQ. LVL	-
REFINE	-
FROM	quest item NPC
PRICE	20
SPECIALTY	STR + 3 , INT + 2
ITEM CLASS	Headgear Upper
DESCRIPTION	Hat which Great golden wings the emblem of sun is attached on. Don't ask or wonder how its wearer could walk or move in this hat.
CAN BE USED BY	Swordman Merchant Thief

SPHINX HELM



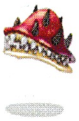
DEF	5
MDEF	0
SLOT	0
WEIGHT	300
REQ. LVL	-
REFINE	-
FROM	Osiris
PRICE	20
SPECIALTY	STR +2
ITEM CLASS	Headgear Upper & Lower
DESCRIPTION	Traditional costume which was seen in a far-off ancient country,it sybolises the Sun.
CAN BE USED BY	Swordman

SPIKY BAND



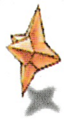
DEF	6
MDEF	0
SLOT	0
WEIGHT	100
REQ. LVL	50
REFINE	4
FROM	Doppleganger
PRICE	20
SPECIALTY	
ITEM CLASS	Headgear Upper
DESCRIPTION	Headpiece attached with two spiky horns on.
CAN BE USED BY	All but Novice

SPORE HAT



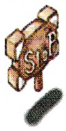
DEF	3
MDEF	0
SLOT	0
WEIGHT	90
REQ. LVL	20
REFINE	4
FROM	quest item NPC
PRICE	20
SPECIALTY	
ITEM CLASS	Headgear Upper
DESCRIPTION	Hearty recommendation item for people who want to be Spore the mushroom monster. Let's take it on and feel mushroom!!
CAN BE USED BY	Every Job

STELLAR



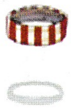
DEF	1
MDEF	0
SLOT	0
WEIGHT	10
REQ. LVL	-
REFINE	4
FROM	Marionette
PRICE	20
SPECIALTY	
ITEM CLASS	Headgear Upper
DESCRIPTION	Tiny Hair Clip Shaped of a Star.
CAN BE USED BY	Every Job

STOP POST



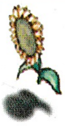
DEF	1
MDEF	0
SLOT	0
WEIGHT	40
REQ. LVL	-
REFINE	4
FROM	Quest Item NPC
PRICE	20
SPECIALTY	
ITEM CLASS	Headgear Upper
DESCRIPTION	Signpost which warns people to 'STOP' before crashing.
CAN BE USED BY	Every Job

STRIPED BAND



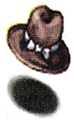
DEF	1
MDEF	0
SLOT	0
WEIGHT	15
REQ. LVL	-
REFINE	4
FROM	quest item NPC
PRICE	20
SPECIALTY	
ITEM CLASS	Headgear Upper
DESCRIPTION	Hair band in stripe pattern.
CAN BE USED BY	Every Job

SUNFLOWER



DEF	1
MDEF	0
SLOT	0
WEIGHT	10
REQ. LVL	-
REFINE	4
FROM	Flora
PRICE	20
SPECIALTY	Reduce 10% of damage taken from Insect Monsters
ITEM CLASS	Headgear Upper
DESCRIPTION	Ornament simulated a sunflower.
CAN BE USED BY	Every Job

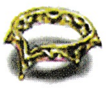
SWEET GENT



DEF	3
MDEF	0
SLOT	0
WEIGHT	40
REQ. LVL	-
REFINE	4

Wide-awake

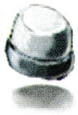
TIARA



DEF	4
MDEF	0
SLOT	0
WEIGHT	40
REQ. LVL	45
REFINE	4

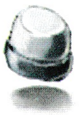
Jeweled

TURBAN



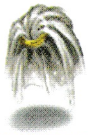
DEF	3
MDEF	0
SLOT	0
WEIGHT	30
REQ. LVL	-
REFINE	4

TURBAN



DEF	3
MDEF	0
SLOT	1
WEIGHT	30
REQ. LVL	-
REFINE	4

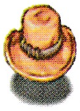
WEDDING VEIL



DEF	0
MDEF	5
SLOT	0
WEIGHT	10
REQ. LVL	-
REFINE	4

Forma

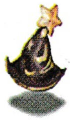
WESTERN GRACE



DEF	3
MDEF	0
SLOT	0
WEIGHT	40
REQ. LVL	-
REFINE	4

Broad-B

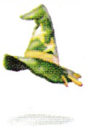
WIZARD HAT



DEF	4
MDEF	0
SLOT	0
WEIGHT	30
REQ. LVL	-
REFINE	4

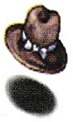
Pointy,

WIZARDRY HAT



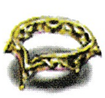
DEF	1
MDEF	0
SLOT	0
WEIGHT	30
REQ. LVL	-
REFINE	4

SWEET GENT



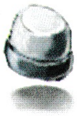
DEF	MDEF	FROM	PRICE
3	0	Dragonfly	15000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	40		Headgear Upper
		DESCRIPTION	
REQ. LVL	REFINE	Wide-awake hat in maroon colour, usually worn by gentlemen. It seems to be eloquent of romantic middle years in life.	
		CAN BE USED BY	
-	4	Every Job	

TIARA



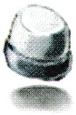
DEF	MDEF	FROM	PRICE
4	0	Maya	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	40	INT +2	Headgear Upper
		DESCRIPTION	
REQ. LVL	REFINE	Jeweled ornamental coronet worn by women. Legend says it was worn by an ancient queen and grants wisdom to its wearer	
		CAN BE USED BY	
45	4	Female Only(Not Implemented) All but Novice	

TURBAN



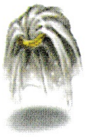
DEF	MDEF	FROM	PRICE
3	0	??	4500
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	30		Headgear Upper
		DESCRIPTION	
REQ. LVL	REFINE	Small tight fitted hat of muslim origin	
		CAN BE USED BY	
-	4	Every Job	

TURBAN



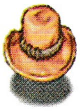
DEF	MDEF	FROM	PRICE
3	0	Old Blue Box	4500
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
1	30		Headgear Upper
		DESCRIPTION	
REQ. LVL	REFINE	Small tight fitted hat of muslim origin	
		CAN BE USED BY	
-	4	Every Job	

WEDDING VEIL



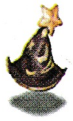
DEF	MDEF	FROM	PRICE
0	5	Wraith, NPC	23000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	10	MDEF +5	Headgear Upper
		DESCRIPTION	
REQ. LVL	REFINE	Formal part of Headdress as of a Bride. Piece of Transparent, Mesh Material in Pure, White Colour worn over face. Happy Bride can beat off anyone annoys and tries to ruin her day.	
		CAN BE USED BY	
-	4	Female Only(Not Implemented) Every Job	

WESTERN GRACE



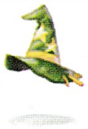
DEF	MDEF	FROM	PRICE
3	0	Vagabond Wolf	15000
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	40		Headgear Upper
		DESCRIPTION	
REQ. LVL	REFINE	Broad-Brimmed Hat with a high Crown, usually of soft felt, as worn by western cowboys and ranchers.	
		CAN BE USED BY	
-	4	Every Job	

WIZARD HAT



DEF	MDEF	FROM	PRICE
4	0	Bathory	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	30	Max SP +100	Headgear Upper
		DESCRIPTION	
REQ. LVL	REFINE	Pointy, exclusive hat for Mage class. Helps its wearer to amplify phychic power.	
		CAN BE USED BY	
-	4	Mage	

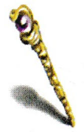
WIZARDRY HAT



DEF	MDEF	FROM	PRICE
1	0	quest item NPC	20
SLOT	WEIGHT	SPECIALTY	ITEM CLASS
0	30	INT + 2 , SP + 150	Headgear Upper
		DESCRIPTION	
REQ. LVL	REFINE	Hat which every talented mage wishes to have. Well some might feel uncomfortable with its design,it's pretty fresh and vivid in its own way.	
		CAN BE USED BY	
-	4	Mage	

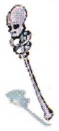
WEAPONS

Arc Wand



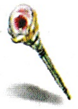
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	1-2	60	1	24	40	sold by NPC (1), Wind Ghost (1,2), Bathory (2), Creamy Fear (2)	45000	INT + 3, MATK+15%	Very Ornate,Well-Crafted Wand. It Grants its Bearer Great Magical Power.	Novice, Magician, Acolyte

Bone Wand



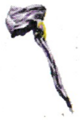
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	40	1	24	70	Dark Lord, Dark Illusion, Evil Druid, Wind Ghost	20	INT + 4 Undead Property MATK +15%	Doomed Wand Consisting of a Human Leg Bone with a Skull Attached on Top. Evil Force from Hell Tempts innocent people to use this wand on and on.	Novice, Magician, Acolyte

Mighty Staff



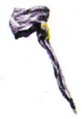
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	130	1	24	70	Dokebi , Cobold Leader	20	Consumes 2 SP by every single Physical Attack. STR + 10 , MATK + 15%	Rare Staff which Converts Phychic Power into Physical Distructive Power.	Magician, Acolyte

Rod



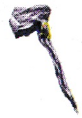
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
1	3-4	15	1	1	40	Sold at NPC (3), Drops (4)	50	MATK + 15%	A short and simple magic wand.	Novice, Magician, Acolyte

Staff



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	2-3	40	1	12	40	Sold at NPC (2),Giant Hornet (3), Marduk (3)	9500	INT + 2 MATK+15%	Bejeweled Staff	Novice, Magician, Acolyte

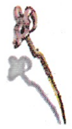
Wand



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	2-3	25	1	12	40	Peco Peco (2), Sold at NPC (2), Goblin (Morning Star, 3)	2500	INT + 1 MATK + 15%	A rough-hewn but effective wand of magic.	Novice, Magician, Acolyte

---

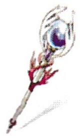
Wand of Occult



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	75	1	24	70

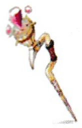
Shamanic W

Staff of Soul



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	25	1	73	140

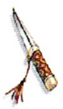
Wizardry Staff



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	120	1	90	240

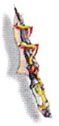
Staff rumore

Assassin Dagger



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	125	1	36	60

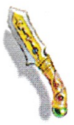
Azoth



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	110	1	36	70

Transmogrify

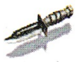
Bazerald



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	70	1	36	50

Formal-Dress Dagger er

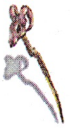
Combat Knife



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	80	1	36	40

Pie

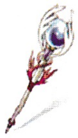
Wand of Occult



LEVEL	SLOT
3	0
ATTACK	RANGE
75	1
REQ. LVL	WEIGHT
24	70

FROM	PRICE
Marduk	20
SPECIALTY	
INT + 3 MATK +15%	
DESCRIPTION	
Shamanic Wand Made of a Branch of Elder Oak Tree,with the Goat Figure top on it. Enables to Do More Magical Damages on an Enemy.	
CAN BE USED BY	
Novice, Magician, Acolyte	

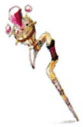
Staff of Soul



LEVEL	SLOT
3	0
ATTACK	RANGE
25	1
REQ. LVL	WEIGHT
73	140

FROM	PRICE
Treasure Box (16), Owl Baron	20
SPECIALTY	
INT + 5, AGI + 2, MATK + 15%	
DESCRIPTION	
Excellent but two-handed staff which amplifies Psychic power.	
CAN BE USED BY	
Magician	

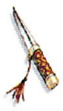
Wizardry Staff



LEVEL	SLOT
3	0
ATTACK	RANGE
120	1
REQ. LVL	WEIGHT
90	240

FROM	PRICE
Not Implemented	20
SPECIALTY	
INT + 6 , DEX + 2, MATK + 15%	
DESCRIPTION	
Staff rumored by crafted by an ancient great wizard,it possesses God's Power within.	
CAN BE USED BY	
Magician	

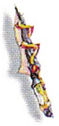
Assassin Dagger



LEVEL	SLOT
4	0
ATTACK	RANGE
125	1
REQ. LVL	WEIGHT
36	60

FROM	PRICE
Osiris	20
SPECIALTY	
Darkness Property Max SP + 30	
DESCRIPTION	
Dagger used to assassinate someone.	
CAN BE USED BY	
Novice, Swordsman, Magician, Archer, Merchant, Thief	

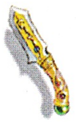
Azoth



LEVEL	SLOT
4	0
ATTACK	RANGE
110	1
REQ. LVL	WEIGHT
36	70

FROM	PRICE
Not Implemented	20
SPECIALTY	
Transmogrify Target into a Different monster by Low chance. (Not Implemented yet)	
DESCRIPTION	
Dagger which symbolises the Alchemist Spirit.	
CAN BE USED BY	
Novice, Swordsman, Magician, Archer, Merchant, Thief	

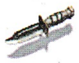
Bazerald



LEVEL	SLOT
4	0
ATTACK	RANGE
70	1
REQ. LVL	WEIGHT
36	50

FROM	PRICE
Not Implemented	20
SPECIALTY	
Fire Property, MATK + 15% (Not Implemented yet)	
DESCRIPTION	
Formal-Dress Dagger engraved luxuarious emblems on it. Usually used by Peers for special occasions.	
CAN BE USED BY	
Novice, Swordsman, Magician, Archer, Merchant, Thief	

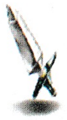
Combat Knife



LEVEL	SLOT
4	0
ATTACK	RANGE
80	1
REQ. LVL	WEIGHT
36	40

FROM	PRICE
Not Implemented	20
SPECIALTY	
Pierce Defence of Demi-Human Monster (Not Implemented yet)	
DESCRIPTION	
Portable Dagger for Man-to-Man Fight in field.	
CAN BE USED BY	
Novice, Swordsman, Magician, Archer, Merchant, Thief	

Cutter



LEVEL	SLOT	FROM	PRICE
1	0,3,4	Sold at NPC (3), Chonchon (4), Forged by Blacksmith (0)	1250

SPECIALTY

ATTACK	RANGE	REQ. LVL	WEIGHT
30	1	1	50

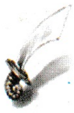
DESCRIPTION

A much better knife for cutting.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

Dagger



LEVEL	SLOT	FROM	PRICE
2	0,2,3	Sold at NPC (2), Tirfing (3), Soldier Skeleton (3), Forged by Blacksmith (0)	14000

SPECIALTY

ATTACK	RANGE	REQ. LVL	WEIGHT
73	1	12	60

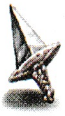
DESCRIPTION

A stabbing knife.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

Damascus



LEVEL	SLOT	FROM	PRICE
3	1,2	Sold at NPC (1), Skeleton General (1), Hunter Fly (2)	49000

SPECIALTY

ATTACK	RANGE	REQ. LVL	WEIGHT
118	1	24	80

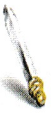
DESCRIPTION

A very deadly knife made of an extremely rare and special metal that cuts straight to the heart of enemy.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

Dirk



LEVEL	SLOT	FROM	PRICE
2	2,3	Sold at NPC (2), Tirfing (3), Knife Goblin (3), Goblin Xmas (3), Forged (0)	8500

SPECIALTY

ATTACK	RANGE	REQ. LVL	WEIGHT
59	1	12	50

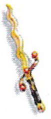
DESCRIPTION

An Ancient knife Usually used by Highlanders in Scotland.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

Exorcise



LEVEL	SLOT	FROM	PRICE
4	0	Not Implemented	20

SPECIALTY

Pierce Defence of Demonlike Monster (Not Implemented yet)

ATTACK	RANGE	REQ. LVL	WEIGHT
90	1	36	70

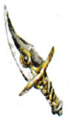
DESCRIPTION

Ceremonial Dagger for the Exorcism. It possesses Great power within against the Evil.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

Fortune Sword



LEVEL	SLOT	FROM	PRICE
3	0	Phreeoni	20

SPECIALTY

Perfect Dodge + 20, LUK + 5

ATTACK	RANGE	REQ. LVL	WEIGHT
90	1	24	50

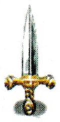
DESCRIPTION

A charmed knife that brings a great luck to its owner.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

Gladius



LEVEL	SLOT	FROM	PRICE
3	0,2,3	Sold at NPC (2), Skeleton General (2,3), Axe Cobold (3), Forged (0)	43000

SPECIALTY

ATTACK	RANGE	REQ. LVL	WEIGHT
105	1	24	70

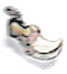
DESCRIPTION

A very strong,long-handled knife crafted by artisans of the old world.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

[illegible]oth

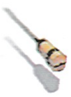


LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	150	1	36	80

Tend to drive its owne

Dagger ma

[illegible]se Auger



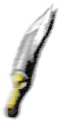
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	80	1	36	60

Its fomula of Damage

Hand tools, t
hole

N

[illegible]

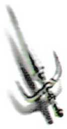


LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
1	0,3,4	17	1	1	40

Sold at

N

[illegible]breaker



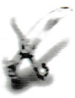
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	40	1	36	100

D

An incredibly resilient a

N

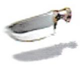
[illegible] Gauche



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
1	0,3,4	43	1	1	60

Sol

[illegible]'s Knife

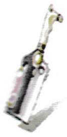


LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	75	1	36	50

Finding Meat

N

[illegible] Knife



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	64	1	65	80

Dreadful Dagg

N

RICE
250

RICE
4000

RICE
9000
to the

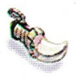
RICE
500

RICE
20
il.

RICE
20

RICE
3000

Grimtooth



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	150	1	36	80

FROM	PRICE
Dark Lord, Treasure Box (18)	20

SPECIALTY

Tend to drive its owner into Darkness,the Tendency everytime when used. (Not Implemented yet)

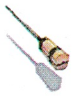
DESCRIPTION

Dagger made out of the Monster's Cuspid. It has been doomed so it drives its Owner's mind out of control.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

House Auger



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	80	1	36	60

FROM	PRICE
Not Implemented	20

SPECIALTY

Its fomula of Damage amount is Attack Strength+ (Attack Strength*Defence of the Target / 100)

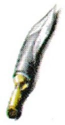
DESCRIPTION

Hand tools, typically having a threaded shank and cross handle, used for boring holes in wood or ice. Pierce every Armor without any difficulty.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

Knife



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
1	0,3,4	17	1	1	40

FROM	PRICE
Sold at NPC (3), Soldier Skeleton (3), Poring (4)	50

SPECIALTY

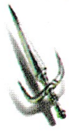
DESCRIPTION

A simple knife for any class.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

Mailbreaker



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	40	1	36	100

FROM	PRICE
Not Implemented	20

SPECIALTY

Destroy enemy's armor by low chance(Not implemented)

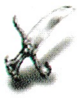
DESCRIPTION

An incredibly resilient and sharp knife made exclusively to demolish enemy's armor by low chance.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

Main Gauche



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
1	0,3,4	43	1	1	60

FROM	PRICE
Sold at NPC (3), Poporing (3), Hornet (4)	2400

SPECIALTY

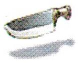
DESCRIPTION

French Parring Dagger.Usually worn by left hand.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

Mama's Knife



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	75	1	36	50

FROM	PRICE
Not Implemented	20

SPECIALTY

Critical + 30% (Not Implemented yet)
Finding Meat by 50% of Success chance when kill a monster (Not Implemented yet)

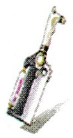
DESCRIPTION

Knife used by Mothers,for cooking in the Kitchen.

CAN BE USED BY

Novice, Swordsman, Magician, Archer, Merchant, Thief

Poison Knife



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	64	1	65	80

FROM	PRICE
Treasure Box (2)	20

SPECIALTY

Poison an enemy by low chance.

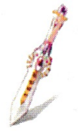
DESCRIPTION

Dreadful Dagger shining in purple colour,which severe poison gets applied on its blade.

CAN BE USED BY

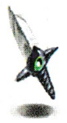
Novice, Swordsman, Magician, Archer, Merchant, Thief

Princess Knife



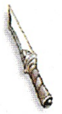
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	84	1	71	40	Not Implemented	20	Increase all status by 1 point.	Beautiful dagger rumored to be used by an ancient princess. It seems to be used for self-protection,is worth to be a collection by its beautiful appearance.	Novice, Swordsman, Magician, Archer, Merchant, Thief

Stiletto



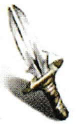
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	0,2,3	87	1	12	70	Sold at NPC (2),Soldier Skeleton (2), Sohee (3) Tirfing (3), Desert Wolf (3) Forged (0)	19500	A long and thin bladed knife.It can pierce the enemy's armor with great effect.		Novice, Swordsman, Magician, Archer, Merchant, Thief

Sucsamad



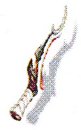
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	140	1	36	80	Phreeoni	20	Never be destroyed.	Dagger which made in the particular way of the small tribe living in Desert.	Novice, Swordsman, Magician, Archer, Merchant, Thief

Swordbreaker



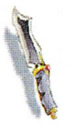
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	40	1	36	100	Not Implemented	20	Destroy enemy's weapon by low chance(Not implemented)	A knife with a blade so strong,it can destroy weapon of the enemy by low chance.	Novice, Swordsman, Magician, Archer, Merchant, Thief

Walgwanggum



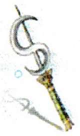
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	50	1	36	70	Moonlight Flower	20	Regain a small amount of SP when attack. (Not Implemented yet) Accuracy Rate - 30%	Dagger which has received Spirit of the Moon,Drains soul of the Target when Used.	Novice, Swordsman, Magician, Archer, Merchant, Thief

Weeder Knife



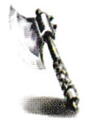
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	80	1	36	40	Not Implemented	20	Pierce Defence of Veggie Monster(Not Implemented yet)	A knife usually used for cutting Weedy Grasses or Sprigs.	Novice, Swordsman, Magician, Archer, Merchant, Thief

Zeny Knife



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	64	1	40	120	Treasure Box (14)	20	Get some amounts of zeny by killing a monster	Dagger which seems to make big money by its name.	Novice, Swordsman, Magician, Archer, Merchant, Thief

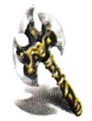
Axe



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
1	0,3,4	38	1	3	80

Minorou

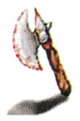
Battle Axe



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
1	0,3,4	80	1	3	150

Sold at N

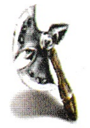
Bloody Axe



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	160	1	44	400

Axe

Buster

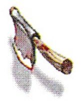


LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0,1,2	155	1	30	220

Sol

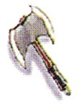
A

Cleaver



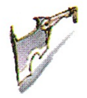
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	140	1	44	12

Great Axe



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	185	1	44	180

Guillotine



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	215	1	44	300

Give a Sudde

Device

PRICE
20

appearance.

PRICE
19500

eat effect.

PRICE
20

Desert.

PRICE
20

ow chance.

PRICE
20

Rate - 30%

hen Used.

PRICE
20

PRICE
20

Axe

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
1	0,3,4	38	1	3	80	Minorous (3), Sold at NPC (3), Savage Bebe (4), Forged (0)	500		A common and handy Axe.	Novice, Merchant , Swordsman, Thief

Battle Axe

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
1	0,3,4	80	1	3	150	Sold at NPC (3), Orc Lady (4), Orc Warrior (4), Forged (0)	5400		A sturdy two-handed axe useful for cutting down many foes.	Swordsman, Merchant

Bloody Axe

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	160	1	44	400	Orc Lord	20	STR + 10. Increase Movement when equipped	Axe of Fear,which has rumored to flood the battle field with blood.	Swordsman, Merchant

Buster

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0,1,2	155	1	30	220	Sold at NPC (1), Orc Skeleton (2), Forged (0)	34000		A powerful-looking axe that lives up to its appearance in might.	Swordsman, Merchant

Cleaver

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	140	1	44	12	Not Implemented	20		Heavy, broad-bladed hatchet used especially by butchers.	Knight, Crusader

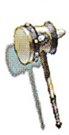
Great Axe

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	185	1	44	180	Chimera	20	Stun + 10% (Not Implemented yet)	An axe with giant blades which terrify enemies.	Swordsman, Merchant

Guillotine

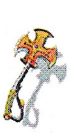
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	215	1	44	300	Not Implemented	20	Give a Sudden Death on Demi-Human Monster by Low Chance(Not Implemented yet)	Device consisting of a heavy blade held aloft between upright guides and dropped to behead the victim below.	Swordsman, Merchant

Hammer



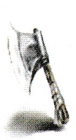
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	0,2,3	120	1	33	200	Sold at NPC (2), Forged (0)	15500		Very Big Hammer	Swordsman, Merchant

Light Epsilon



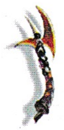
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	180	1	44	230	Orc Hero	20	Holy Property. Enchanted with Lv 1 [Heal]	Ceremonial Axe possessing Holy Force within.	Swordsman, Merchant

Orcish Axe



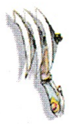
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	60	1	3	200	High Orc, Orc Warrior	20		An axe crafted by Orcish Smiths,and used by the Orc Warriors. It's very heavy but has less power than looking.	Novice, Swordsman, Merchant

Sabbath



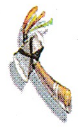
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	120	1	44	230	Not Implemented	20	Darkness Property. Critical attack on the Undead (Not Implemented yet) Give a Sudden Death on the Undead (Not Implemented yet)	Axe which has rumored to give a Sabbath on childrean of the Darkness.	Swordsman, Merchant

Slaughter



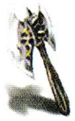
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	120	1	44	250	Not Implemented	20	Ground Property. Pierce Defence of the Brute Monster(Not Implemented yet). Give a Sudden Death on Brute Monster by Low chance(Not implmented yet)	Axe used for Slaying many foes.	Swordsman, Merchant

Tomahawk



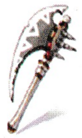
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	165	1	44	250	Not Implemented	20	Wind Property. Enchanted with a Skill [Tomahawk Throwing](Not Implemented yet).	Axe of the Wind property Usually used for Throwing.	Swordsman, Merchant

Two handed Axe



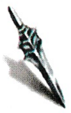
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0,1,2	185	1	30	250	Sold at NPC (1), Majorous (2), Minorous (2), Forged (0)	55000		Utterly Two-Handed Axe	Swordsman, Merchant

War Axe



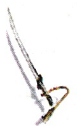
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	145	1	76	420

Blade



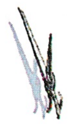
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	
1	0,3,4	53	1	2	70	Sol

Byeollungum



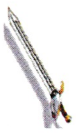
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	
4	0	150	1	40	90	Or

Caesar's Sword



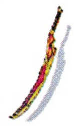
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	
4	0	140	1	40	70	One-Haded Sword si

Cutlus



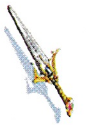
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	150	1	40	90

Edge



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	
4	0	115	1	40	70	One-Handed Swo

Excalibur



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	150	1	40	120

PRICE
15500

PRICE
20

PRICE
20

PRICE
20

ss.

PRICE
20

PRICE
20

yet).

PRICE
55000

War Axe

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	145	1	76	420	Treasure Box (4), Turtle General, Chimera	20	DEX + 2 , LUK + 2	Blood-thirsty axe which aided many warriors in battles.	Blacksmith

Blade

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
1	0,3,4	53	1	2	70	Sol at NPC (3), Female Thief Bug (4), Forged (0)	2900		One-Handed,A thick-bladed sword.	Novice Swordsman, Merchant, Thief

Byeollungum

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	150	1	40	90	Not Implemented	20	Gives Double Damage on Boss Monster(Not Implemented yet).	One-Handed,Giant Sword usually Used by Ancient Korean Generals.	Novice Swordsman, Merchant, Thief

Caesar's Sword

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	140	1	40	70	Not Implemented	20	Pierce Defence of the Plant type Monster (Not Implemented yet)	One-Haded Sword simulated a pair of Shears.It is especially efficient when used for Cutting something.	Novice Swordsman, Merchant, Thief

Cutlus

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	150	1	40	90	Drake	20	Enchanted with Lv 5 [Bash].	One-Handed Sword Usually used by Sea Crew.	Novice Swordsman, Merchant, Thief

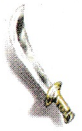
Edge

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	115	1	40	70	Not Implemented	20	Give a Sudden Death(Not Implemented yet).	One-Handed Sword with Keenly Sharpened Blade.It brings a Death for most of time when used.	Novice Swordsman, Merchant, Thief

Excalibur

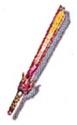
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	150	1	40	120	Not Implemented	20	INT + 5 , Holy Property	One-Handed Sword Belonging to King Arthur in Arthurian legend. It Selects its owner by its own will and possess Holy Power within.	Novice Swordsman, Merchant, Thief

Falchion



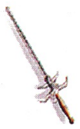
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
1	0,3,4	39	1	2	60	Pirate Skeleton (3), Sold at NPC (4), Forged (0)	1500		A one handed sword with a rounded blade.	Novice Swordsman, Merchant, Thief

Fireblend



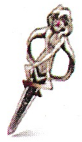
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	100	1	40	50	Eddga	20	Fire Property. Enchanted with spell, Fire bolt Lv. 1	One-handed,Formal-Dress Sword of the Fire Property.Enchanted with [Fire Bolt].	Novice Swordsman, Merchant, Thief

Flamberge



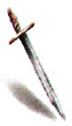
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	150	1	27	150	Sold at NPC	60000		One-Handed Sword with a well-decorative,wavelike Blade.	Knight, Crusader

Gaia Sword



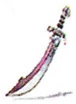
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	115	1	74	250	Treasure Box	20	With low chance, a monster will drop Ores.	Blessed Sword of the earth goddes which enables its user to obtain ores from monsters.	Novice Swordsman, Merchant, Thief

Haedonggum



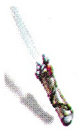
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0,1,2	120	1	27	90	Sold at NPC (1), Drake (2), Forged (0)	50000	INT + 3	One-Handed,Haedonggum the ancient Korean Sword.	Novice Swordsman, Merchant, Thief

Ice Falchion



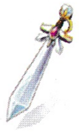
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	100	1	40	60	Garm	20	Water Property. Enchanted with spell, Cold bolt Lv.1	One-Handed,Formal-Dress Sword of the Water Property.Enchanted with [Cold Bolt].	Novice Swordsman, Merchant, Thief

Immaterial Sword



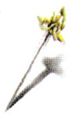
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	140	1	40	90	Not Implemented	20	Infinite Durability, Ghost Property	One-Handed,Shapeless Sword of the Ghost Property.It Deranges an Enemy's Mind when used.	Novice Swordsman, Merchant, Thief

Jewel Sword



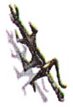
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	DESCRIPTION
3	0	104	1	68	220	Sword of transparent a

Lapier



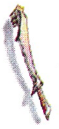
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM
2	0,2,3	70	1	14	50	Sold

Mysteltain



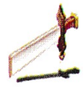
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	DESCRIPTION
4	0	160	1	40	100	One-Handed Sword si

Nagan



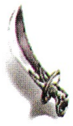
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	DESCRIPTION
4	0	120	1	40	50	One-Handed Sword

Orcish Sword



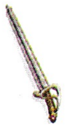
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	DESCRIPTION
3	0	90	1	5	80	One-Handed,A s

Ring Pommel Saber



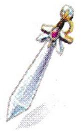
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM
2	0,2,3	100	1	14	90	Sold at NP

Saber



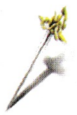
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	DESCRIPTION
3	0,2,3	115	1	27	100	One-H

Jewel Sword



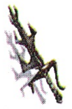
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	104	1	68	220	Treasure Box	20	With low chance, a monster will drop Jewels.	Sword of transparent and beautiful blade. It apeals to draw out some beautiful items from targets.	Novice Swordsman, Merchant, Thief

Lapier



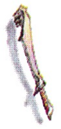
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	0,2,3	70	1	14	50	Sold at NPC (2), Executioner (3), Forged (0)	10000		One-Handed,a sword with a long,thin blade.	Novice Swordsman, Merchant, Thief

Mysteltain



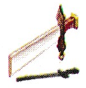
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	160	1	40	100	Not Implemented	20	Darkness Property	One-Handed Sword simulated the Legendary Young Twig which has rumored to murder God of Light.	Novice Swordsman, Merchant, Thief

Nagan



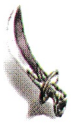
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	120	1	40	50	Not Implemented	20	Double Attack by Low Chance.(Not implemented)	One-Handed Sword with several edges on top.It leaves several deep wounds with one brandish.	Novice Swordsman, Merchant, Thief

Orcish Sword



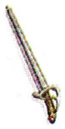
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	90	1	5	80	Orc Hero	20	Infinite Durability	One-Handed,A sword crafted by Orc Smiths,and used by the Orc Warriors. It symbolizes the Orcs struggle against oppression.	Novice Swordsman, Merchant, Thief

Ring Pommel Saber



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	0,2,3	100	1	14	90	Sold at NPC (2), Executioner (3), Pirate Skeleton (3), Drake (3)	24000		One-Handed,A sword with an intricately-decorated hilt.	Novice Swordsman, Merchant, Thief

Saber



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0,2,3	115	1	27	100	Sold at NPC (2) Khalitzburg (3)	49000		One-Handed, Heavy cavalry sword with a one-edged, slightly curved blade.	Novice Swordsman, Merchant, Thief

Sasimi

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	75	1	48	140	Treasure Box	20	If a monster you killed is the fish type, a monster will drop Fish Slice by low chance. Wind property weapon.	Sword of extremely sharp and thin blade which is efficient to cut fishes into slices for making japanese cuisines.All fish kinds will fear this sword of course.	Novice Swordsman, Merchant, Thief

Scimiter

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	0,2,3	85	1	14	70	Sold at NPC (2), Executioner (3)	17000		One-Handed,a strong sword with a curved blade.	Novice Swordsman, Merchant, Thief

Solar Sword

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	70	1	40	120	Pharaoh	20	Regain HP (Not Implemented yet). Accuracy Rate - 30%	One-Handed Sword engraved the Sun sculpture on.It symbolises the Vigor and the Battle Spirit.	Novice Swordsman, Merchant, Thief

Sword

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
1	0,3,4	25	1	2	50	Sold at NPC (3), Lunatic (4), Forged (0)	100		A simple one handed sword. Every Class except the Acolyte Class can equip this weapon.	Novice Swordsman, Merchant, Thief

Talefing

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	185	1	40	100	Not Implemented	20	Darkness Property. LUK = 0	One-Handed,Doomed Sword which has rumroed to bring a Horrible Disaster to its Owner.	Novice Swordsman, Merchant, Thief

Tsurugi

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0,1,2	130	1	27	120	Sold at NPC (1), Sidewinder (2), Forged (0)	51000		One-Handed,The most powerful one-handed sword. Useful to slay many a foe. The favorite sword of the Samurai.	Novice Swordsman, Merchant, Thief

Balmung

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	250	1	48	100	Available to GMs only	20	INT +20 LUK +20	Sword used by Siegfried,the Hero.	All Professions

Bastard Sword

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	DESCRIPTION
2	0,2,3	115	1	18	160	S	A hand a

BroadSword

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM
3	0,1,2	140	1	33	200	Sold at NPC (1

Claymore

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	DESCRIPTION
3	0	180	1	33	250	Large

Dragon Slayer

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	DESCRIPTION
4	0	150	1	48	130	Giant Sword wich

Executioner

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	SPECIALTY
4	0	155	1	48	220	Darkness

Katana

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	DESCRIPTION
1	0,3,4	60	1	4	100	Raydric (3), Male Th	A straight-

Katzbalger

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	175	1	48	200

Bastard Sword

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	0,2,3	115	1	18	160	Sold at NPC (2), Mysteltainn (3), Forged (0)	22500		A hand and a half sword.It has a long hilt.It can be used both to pierce and slash.	Swordsman

BroadSword

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0,1,2	140	1	33	200	Sold at NPC (1), Dark Illusion (1), Abyssmal Knight (1,2), Doppleganger (2)	65000	DEF +5	A sword with two heavy wide-blades.	Swordsman

Claymore

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	180	1	33	250	Mysteltainn (0), Sold at NPC (0)	74000		Large, double-edged broadsword formerly used by Scottish Highlanders.	Knight, Crusader

Dragon Slayer

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	150	1	48	130	Not Implemented	20	Pierce Defence of Dragon Monster (Not Implemented yet)	Giant Sword wich has rumored to be made out of Dragon's Cuspid. It can cut Dragon's Hard Scales without any difficulty.	Swordsman

Executioner

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	155	1	48	220	Not Implemented	20	Darkness Property. Pierce Defence of Demi-Human Monster (Not Implemented yet)	Sword usually used for the Death Penalty .	Swordsman

Katana

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
1	0,3,4	60	1	4	100	Raydric (3), Male Thief Bug (3), Mysteltainn (4), Snake (4), Swordfish (4), Forged (0)	2000		A straight-bladed single-edged two handed sword. The Samurai's weapon of choice.	Swordsman

Katzbalger

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	175	1	48	200	Bloody Knight	20	VIT + 5 DEF +10	Sword under the name of 'Combat',with a Unique S-shaped hilt.	Swordsman

Masamune

LEVEL	SLOT	FROM	PRICE
4	0	Treasure Box (2)	20
		SPECIALTY	
ATTACK	RANGE	Dodge + 30% , DEF = 0	
200	1	DESCRIPTION	
		Oriental Sword ,the Greatest Masterpiece of an Ancient Craftsman in Japan.	
REQ. LVL	WEIGHT	CAN BE USED BY	
48	100	Swordsman	

Muramasa

LEVEL	SLOT	FROM	PRICE
4	0	Treasure Box (24), Wanderer	20
		SPECIALTY	
ATTACK	RANGE	Critical + 20%	
170	1	DESCRIPTION	
		Oriental Sword, named after the well-known Craftsman in Ancient Japan.	
REQ. LVL	WEIGHT	CAN BE USED BY	
48	100	Swordsman	

Schweizersabel

LEVEL	SLOT	FROM	PRICE
4	0	Not Implemented	20
		SPECIALTY	
ATTACK	RANGE	Wind Property, Enchanted with [Lightening Bolt].	
160	1	DESCRIPTION	
		Formal-Dress Saber of the Wind Property.	
REQ. LVL	WEIGHT	CAN BE USED BY	
48	160	Swordsman	

Slayer

LEVEL	SLOT	FROM	PRICE
2	0,2,3	Sold at NPC (2), Male Thief Bug (3), Mysteltainn (3), Forged (0)	15000
		SPECIALTY	
ATTACK	RANGE		
90	1	DESCRIPTION	
		A sword that has aided many warriors in battle.	
REQ. LVL	WEIGHT	CAN BE USED BY	
18	130	Swordsman	

Two handed Sword

LEVEL	SLOT	FROM	PRICE
3	0,1,2	Sold at NPC (1), Tirfing (1), Raydric (2), Forged (0)	60000
		SPECIALTY	
ATTACK	RANGE		
160	1	DESCRIPTION	
		Utterly Two-Handed Sword	
REQ. LVL	WEIGHT	CAN BE USED BY	
33	220	Swordsman	

Zweihander

LEVEL	SLOT	FROM	PRICE
4	0	Doppelganger	20
		SPECIALTY	
ATTACK	RANGE		
190	1	DESCRIPTION	
		Heavy and Giant Two-Handed Sword.	
REQ. LVL	WEIGHT	CAN BE USED BY	
48	220	Swordsman	

Berserk

LEVEL	SLOT	FROM	PRICE
4	0	Not Implemented	20
		SPECIALTY	
ATTACK	RANGE	Increased Attack Speed (Not implemented yet)	
100	1	DESCRIPTION	
		Claw of Madness.	
REQ. LVL	WEIGHT	CAN BE USED BY	
36	50	Monk	

Claw

LEVEL	SLOT	
3	0,1,2	
ATTACK	RANGE	
86	1	Weapon Simula ve
REQ. LVL	WEIGHT	
24	50	

Finger

LEVEL	SLOT	
3	0,1,2	
ATTACK	RANGE	
97	1	C
REQ. LVL	WEIGHT	
24	50	

Fist

LEVEL	SLOT	
3	0,1	
ATTACK	RANGE	
115	1	
REQ. LVL	WEIGHT	
24	65	

Hora

LEVEL	SLOT	
2	0,2,3	
ATTACK	RANGE	
65	1	Fist Protector for a Ma
REQ. LVL	WEIGHT	
12	45	

Kaiser Knuckle

LEVEL	SLOT	
4	0	
ATTACK	RANGE	
100	1	
REQ. LVL	WEIGHT	
36	45	

Knuckle Duster

LEVEL	SLOT	
2	0,2,3	
ATTACK	RANGE	
50	1	Hand P as
REQ. LVL	WEIGHT	
12	45	

Waghnak

LEVEL	SLOT	
1	0,3,4	
ATTACK	RANGE	
30	1	
REQ. LVL	WEIGHT	
1	40	

Claw

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0,1,2	86	1	24	50	Not Implemented	67000	STR + 2	Weapon Simulated a Human Hand of 3 Steel Fingers. When Used,it Scratches an Enemy very Viciously to Death. Increases its Wearer's Physical Power.	Monk

Finger

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0,1,2	97	1	24	50	Not Implemented	58000		Claw Simulated Human Fingers with Long,Sharpened Nails. It is difficult to drink a tea with wearing this.	Monk

Fist

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0,1	115	1	24	65	Not Implemented	53000		Weapon Simulated a Human Fist. Stumpy but Mashing an Enemy Effectively.	Monk

Hora

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	0,2,3	65	1	12	45	Not Implemented	32000		Fist Protector for a Man-to-Man Fight ,being handed down from an Oriental Tribe living in the Far East. Usually Fighters use this in a Fist-Fight Championship.	Monk

Kaiser Knuckle

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	100	1	36	45	Not Implemented	20		Claw Blessed By Zephyrus,its patron God of Wind.	Monk

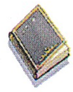
Knuckle Duster

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	0,2,3	50	1	12	45	Not Implemented	25000		Hand Protector which Covers the Back of the Hand and most parts of Arm, as Consisting of Long Leather Straps with Several Iron Nails on it.	Monk

Waghnak

LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
1	0,3,4	30	1	1	40	Not Implemented	8000		Common and Potent Claw,As Known As 'Tiger Fang'.	Monk

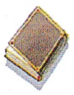
Bible



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	139	1	27	100

FROM Evil Druid
PRICE 60000
SPECIALTY INT + 2
DESCRIPTION Book of Holy Words. Its heavy weight gives painful attack.
CAN BE USED BY Priest, Sage

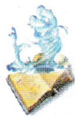
Book



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
2	0	100	1	14	60

FROM Creamy Fear, Sage Worm
PRICE 30000
SPECIALTY
DESCRIPTION Common Book but its weight gives pretty painful attack.
CAN BE USED BY Priest, Sage

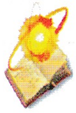
Book of Billows



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	90	1	27	75

FROM Rideword
PRICE 35000
SPECIALTY Water Property
DESCRIPTION Book of Water Property known as a book which is holding energies of billows in the ocean.
CAN BE USED BY Priest, Sage

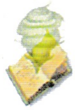
Book of Blazing Sun



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	90	1	27	75

FROM Rideword
PRICE 35000
SPECIALTY Fire Property
DESCRIPTION Book of Fire Property known as a book which is holding energies of blazing Sun.
CAN BE USED BY Priest, Sage

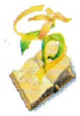
Book of Gust of Wind



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	90	1	27	75

FROM Rideword
PRICE 35000
SPECIALTY Wind Property
DESCRIPTION Book of Wind Property known as a book which is holding energies of arid Wind
CAN BE USED BY Priest, Sage

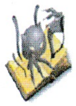
Book of Mother Earth



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	90	1	27	75

FROM Rideword
PRICE 35000
SPECIALTY Earth Property
DESCRIPTION Book of Earth Property known as a book which is holding energies of earthquakes.
CAN BE USED BY Priest, Sage

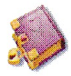
Book of the Apocalypse



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	90	1	40	80

FROM Not Implemented
PRICE 60000
SPECIALTY Darkness Prophesy
DESCRIPTION Book which contains the prophesy of excatology.
CAN BE USED BY Not Implimented

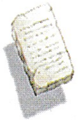
Girl's Diary



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
1	0	45	1	40	30

Diary of a G

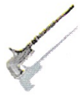
Tablet



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	151	1	27	80

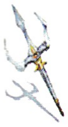
Marble

Bill Guisarme



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	180	3	48	100

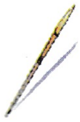
Brionac



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	190	3	48	120

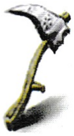
Spear radiates Holy Ligh

Brocca



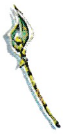
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	85	3	48	85

Crescent Scythe



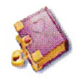
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	150	3	48	250

Celerdria



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	145	3	48	70

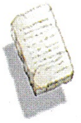
Girl's Diary



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
1	0	45	1	40	30

FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
Munak	1500		Diary of a Girl,likely to describe Daily Life but can't read due to the unknown letters.	Priest, Sage

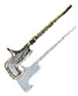
Tablet



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	151	1	27	80

FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
Old Blue Box	51000		Marble Tablet Engraved with Wise Words. Its weight is extremly heavy and you may fall into coma when you get hit by this thing.	Priest, Sage

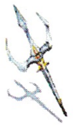
Bill Guisarme



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	180	3	48	100

FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
Not Implemented	20		Spear with a thick ,Strange-Looking Blade.	Swordsman

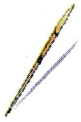
Brionac



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	190	3	48	120

FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
Not Implemented	20	Holy Property	Spear radiates Holy Light in all Directions.Each Prongs can attack different Enemies at the Same time.	Swordsman

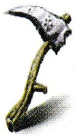
Brocca



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	85	3	48	85

FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
Not Implemented	20	Pierce Defence (Not Implemented yet).	Spit Intruding into an Armor of Enemy.	Swordsman

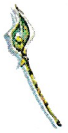
Crescent Scythe



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	150	3	48	250

FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
Baphomet	20	Critical + 20 (Not Implemented yet)	Scythe with a deadly crecent blade.	Swordsman

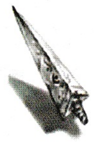
Gelerdria



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	145	3	48	70

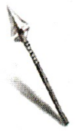
FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
Not Implemented	20	Max HP +500	Spear of the Earth Property.	Swordsman

Glaive



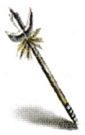
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	0,2,3	104	3	18	120	Stem Worm (2), Sold at NPC (2),, Anacondaq (3), Caramel (3), Forged (0)	20000		Spear with a Large,Crescent Blade.	Swordsman

Guisarme



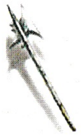
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	0,2,3	84	3	18	100	Sold at NPC (2),Muka (2),Owl Duke (2) Fur Seal (3),Gryphon (3), Horn (3), Forged (0)	13000		Spear with an inward curred Blade.	Swordsman

Gungnir



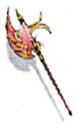
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	95	3	4	50	Mistress	20	Accuracy + 30	The Legendary Spear which has rumored not to ever miss its Target.	Swordsman

Halberd



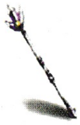
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0,1,2	165	3	33	250	Sold at NPC (1), Baphomet Jr. (2), Forged (0)	54000		Spear with an axlike blade and a steel spike mounted on the end of a long shaft.	Swordsman

Hellfire



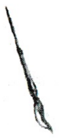
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	195	3	48	250	Not Implemented	20	Fire Property. Enchanted with Fireball Lv. 1	Spear of the Fire property, has Mighty Force of Flame. Also enchanted with [Fire Ball]	Swordsman

Javelin



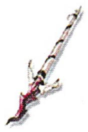
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
1	0,3,4	28	3	4	70	Solld at NPC (3), Owl Baron (4), Rocker (4), Forged (0)	150		Spear usually used for throwing.	Swordsman

Lance



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	185	31	33	250	Abyssmal Knight, Doppelganger, Forged	60000		Spear usually used by Horsemen or Knights.	Knight, Crusader

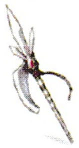
Longinus's Spear



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	180	3	48	200

The Legend

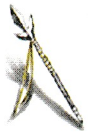
Pole Axe



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	160	3	71	300

All-purp

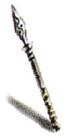
Partizan



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
2	0,1,2	124	3	18	200

Spear hav

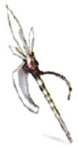
Pike



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
1	0,3,4	60	3	4	100

Sold a

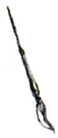
Pole Axe



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	160	3	71	300

All-purp

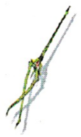
Spear



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
1	0,3,4	44	3	4	85

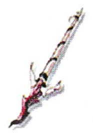
Sold at

Tjungkuletti



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	100	3	48	100

Longinus's Spear



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	180	3	48	200

FROM	PRICE
Not Implemented	20

SPECIALTY

Darkness Property

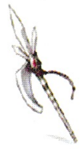
DESCRIPTION

The Legendary Spear of Longinus,the Soldier of Misfortune who murdered the Saint.

CAN BE USED BY

Swordsman

Pole Axe



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	160	3	71	300

FROM	PRICE
Treasure Box (38)	20

SPECIALTY

STR + 1 , INT + 2 , DEX + 1

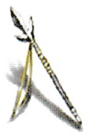
DESCRIPTION

All-purpose large one handed-axe which its owner can attach any other weapon on top to vary battle types.

CAN BE USED BY

Swordsman

Partizan



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
2	0,1,2	124	3	18	200

FROM	PRICE
Sold at NPC (1), Deviruchi (2), Forged (0)	27000

SPECIALTY

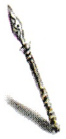
DESCRIPTION

Spear having a blade with lateral projections mounted on the end of a long shaft.

CAN BE USED BY

Swordsman

Pike



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
1	0,3,4	60	3	4	100

FROM	PRICE
Sold at NPC (3), Worm Tail (4), Caramel (4), Forged (0)	3450

SPECIALTY

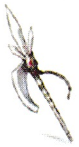
DESCRIPTION

Common Spear of Footmen

CAN BE USED BY

Swordsman

Pole Axe



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	160	3	71	300

FROM	PRICE
Treasure Box (38)	20

SPECIALTY

STR + 1 , INT + 2 , DEX + 1

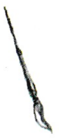
DESCRIPTION

All-purpose large one handed-axe which its owner can attach any other weapon on top to vary battle types.

CAN BE USED BY

Swordsman

Spear



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
1	0,3,4	44	3	4	85

FROM	PRICE
Sold at NPC (3), Caramel (4), Mandragora (4), Forged (0)	1700

SPECIALTY

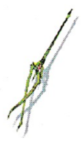
DESCRIPTION

Spear consisting of a long shaft with a sharply pointed end.

CAN BE USED BY

Swordsman

Tjungkuletti



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
4	0	100	3	48	100

FROM	PRICE
Not Implemented	20

SPECIALTY

Regain 5 SP when Kill(Not Implemented yet).

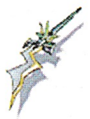
DESCRIPTION

Spear which Drains the spirit from an enemy when Kill.

CAN BE USED BY

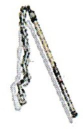
Swordsman

Zephyrus



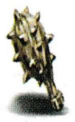
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	170	3	48	120	Stormy Knight	20	Wind Property. Enchanted with [Thunder Storm Lv. 1]	Spear which looks like lighting makes you stab or cut better. Enchanted with spell, Thunderstorm.	Swordsman

Chain



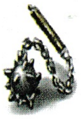
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	0,2,3	84	1	14	80	Permeter (2), Soldier (2), Sold at NPC (2), Marine Sphere (3), Marionette (3), Forged(0)	23000		Mace consisting of Iron Chains.	Novice, Swordsman, Acolyte, Merchant

Club



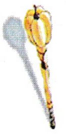
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
1	0,3,4	23	1	2	70	Sold at NPC (3), Dokebi (3), Newbie Training Fabre(3,4), Fabre (4), Forged (0)	120		A stout heavy wooden stick, Cheap but effective.	Novice, Swordsman, Acolyte, Merchant

Flail



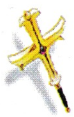
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	0,2,3	69	1	14	90	Sold at NPC (2), Petite (2), Cobold Leader (3), Flail Goblin (3), Forged (0)	16000		A Effective,Threshing Weapon consisting of a long wooden handle and a shorter, Free-Swinging stick attached to its end.	Novice, Swordsman, Acolyte, Merchant

Golden Mace



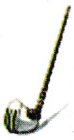
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	130	1	40	80	Golden Thief Bug	20	Never be destroyed.	Mace made out of Pure Gold.	Novice, Swordsman, Merchant

Grand Cross



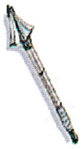
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	140	1	40	150	Not Implemented	20	Holy Property	Cruciform Mace Blessed by the Pope of Rund-Midgard kingdom.	Novice, Swordsman, Acolyte, Merchant

Iron Driver



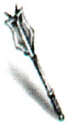
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	155	1	78	300	Turtle General, Treasure Box (40)	20		Round-headed mace used for an atheletic competition,which kills enemies effectively.	Priest

Long Mace



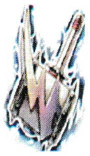
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	
4	0	135	2	40	80	Long a

Mace



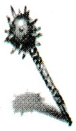
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	
1	0,3,4	37	1	2	80	Freez

Mjolnir



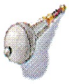
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	
4	0	250	1	98	600	DE

Morning Star



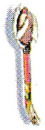
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	
3	0,1,2	110	1	27	150	Owl Duke A particu

Quadrille



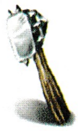
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	
4	0	165	1	40	90	R

Slash



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	
4	0	145	1	40	100	The Insta

Smasher



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	
2	0,2,3	54	1	14	100	Sold

Long Mace

LEVEL	SLOT
4	0
ATTACK	RANGE
135	2
REQ. LVL	WEIGHT
40	80

FROM	PRICE
Moonlight Flower	20

SPECIALTY

DESCRIPTION

Long and Thin Mace which is able to attack an Enemy from the distance.

CAN BE USED BY

Novice, Swordsman, Acolyte, Merchant

Mace

LEVEL	SLOT
1	0,3,4
ATTACK	RANGE
37	1
REQ. LVL	WEIGHT
2	80

FROM	PRICE
Freezer (3), Sold at NPC (3), Heater (4), Forged (0)	1600

SPECIALTY

DESCRIPTION

A heavy medieval warclub with a spiked metal head.

CAN BE USED BY

Novice, Swordsman, Acolyte, Merchant

Mjolnir

LEVEL	SLOT
4	0
ATTACK	RANGE
250	1
REQ. LVL	WEIGHT
98	600

FROM	PRICE
Not Implemented	20

SPECIALTY

DEX + 40 , STR + 15. Fast Attack Speed [Not implemented yet]

DESCRIPTION

Great hammer rumored to used by Thor the god of thunder, that turned back to its owner wherever it's aimed to.

CAN BE USED BY

Novice, Swordsman, Acolyte, Merchant

Morning Star

LEVEL	SLOT
3	0,1,2
ATTACK	RANGE
110	1
REQ. LVL	WEIGHT
27	150

FROM	PRICE
Owl Duke (1), Sold at NPC (1), Owl Baron (2), Forged (0)	41000

SPECIALTY

DESCRIPTION

A particularly dangerous-looking weapon,an iron club with many sharp spikes.

CAN BE USED BY

Novice, Swordsman, Acolyte, Merchant

Quadrille

LEVEL	SLOT
4	0
ATTACK	RANGE
165	1
REQ. LVL	WEIGHT
40	90

FROM	PRICE
Not Implemented	20

SPECIALTY

DESCRIPTION

Round-Shaped Mace tempering Iron. Heavy but powerful tool.

CAN BE USED BY

Novice, Swordsman, Acolyte, Merchant

Slash

LEVEL	SLOT
4	0
ATTACK	RANGE
145	1
REQ. LVL	WEIGHT
40	100

FROM	PRICE
Not Implemented	20

SPECIALTY

The Instantaneous Death of an Enemy by low Chance. (Not implemented yet)

DESCRIPTION

Strong and Heavy Mace which has deadly blow

CAN BE USED BY

Novice, Swordsman, Acolyte, Merchant

Smasher

LEVEL	SLOT
2	0,2,3
ATTACK	RANGE
54	1
REQ. LVL	WEIGHT
14	100

FROM	PRICE
Sold at NPC (2), Hammer Goblin (3) , Forged (0)	9000

SPECIALTY

DESCRIPTION

Mace looking Strange.

CAN BE USED BY

Novice, Swordsman, Acolyte, Merchant

Spanner

LEVEL	SLOT	FROM	PRICE
3	0	Treasure Box (14)	20
ATTACK	RANGE	SPECIALTY	
115	1	Cause random effect among Stun, Blind,Poison,Freeze when attack.(1% Each)	
REQ. LVL	WEIGHT	DESCRIPTION	
55	250	Heavy power tools which bears most of impact. All time favored tools for the simple Structure and common practical use.	
		CAN BE USED BY	
		Acolyte	

Spike

LEVEL	SLOT	FROM	PRICE
4	0	Not Implemented	20
ATTACK	RANGE	SPECIALTY	
70	1	Critical +40% (Not implemented) Tend to drive its owner into 'Darkness' the Tendency,when used frequently. (Not Implemented yet)	
REQ. LVL	WEIGHT	DESCRIPTION	
40	70	Mace which many Spikes attached on,Gives an Instantaneous Death by Haphazard.	
		CAN BE USED BY	
		Novice, Swordsman, Acolyte, Merchant	

Stunner

LEVEL	SLOT	FROM	PRICE
3	0	Sold at NPC	60000
ATTACK	RANGE	SPECIALTY	
140	1	Stun enemy when attack, by 10 % chance	
REQ. LVL	WEIGHT	DESCRIPTION	
27	200	Mace which stuns an enemy by one Single hit.	
		CAN BE USED BY	
		Priest	

Swordmace

LEVEL	SLOT	FROM	PRICE
3	0	Sold at NPC (0), Am Mut (1), Dokebi (1), Forged (0)	50000
ATTACK	RANGE	SPECIALTY	
130	1		
REQ. LVL	WEIGHT	DESCRIPTION	
27	120	A very powerful and deadly mace, very much for the reason that it also has sharp blades.	
		CAN BE USED BY	
		Novice, Swordsman, Acolyte, Merchant	

Chemeti

LEVEL	SLOT	FROM	PRICE
4	0	Not Implemented	20
ATTACK	RANGE	SPECIALTY	
150	2		
REQ. LVL	WEIGHT	DESCRIPTION	
44	70	Powerful Whip made of Steel Chains.	
		CAN BE USED BY	
		Dancer	

Lariat

LEVEL	SLOT	FROM	PRICE
4	0	Not Implemented	20
ATTACK	RANGE	SPECIALTY	
100	2		
REQ. LVL	WEIGHT	DESCRIPTION	
44	40	Heavy Whip made of Snake Skin. It leaves Deep Scars with Long,Thick Twisted Leather Straps.	
		CAN BE USED BY	
		Dancer	

Line

LEVEL	SLOT	FROM	PRICE
2	2,3	Not Implemented	12000
ATTACK	RANGE	SPECIALTY	
80	2		
REQ. LVL	WEIGHT	DESCRIPTION	
16	30	A Narrow and Durable Thread with a small Handle.	
		CAN BE USED BY	
		Dancer	

Rante

LEVEL	SLOT	
3	0,1	
ATTACK	RANGE	
135	2	E
REQ. LVL	WEIGHT	
30	90	

Rapture Rose

LEVEL	SLOT	
4	0	
ATTACK	RANGE	
115	2	It inflicts a
REQ. LVL	WEIGHT	
44	30	

Rope

LEVEL	SLOT
1	3,4
ATTACK	RANGE
45	2
REQ. LVL	WEIGHT
3	40

Tail

LEVEL	SLOT
3	1,2
ATTACK	RANGE
105	2
REQ. LVL	WEIGHT
30	70

Whip

LEVEL	SLOT
3	1,2
ATTACK	RANGE
120	2
REQ. LVL	WEIGHT
30	70

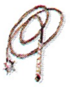
Wire

LEVEL	SLOT
2	2,3
ATTACK	RANGE
95	2
REQ. LVL	WEIGHT
16	100

Guitar

LEVEL	SLOT	
3	0,1	
ATTACK	RANGE	
142	1	Musical
REQ. LVL	WEIGHT	
27	90	

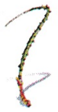
Rante



LEVEL	SLOT
3	0,1
ATTACK	RANGE
135	2
REQ. LVL	WEIGHT
30	90

FROM	PRICE
Not Implemented	32000
SPECIALTY	
DESCRIPTION	
Efficient Whip which a small Morning Star attached on Top.	
CAN BE USED BY	
Dancer	

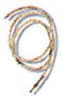
Rapture Rose



LEVEL	SLOT
4	0
ATTACK	RANGE
115	2
REQ. LVL	WEIGHT
44	30

FROM	PRICE
Not Implemented	20
SPECIALTY	
Poison Property	
DESCRIPTION	
Whip made of Thornbush of Rose. It inflicts a Serious Wound upon an Enemy with the Poison Property when used.	
CAN BE USED BY	
Dancer	

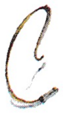
Rope



LEVEL	SLOT
1	3,4
ATTACK	RANGE
45	2
REQ. LVL	WEIGHT
3	40

FROM	PRICE
Not Implemented	2500
SPECIALTY	
DESCRIPTION	
Strong,Thick Cord made of Braided Strands of Hemp.	
CAN BE USED BY	
Dancer	

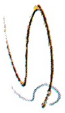
Tail



LEVEL	SLOT
3	1,2
ATTACK	RANGE
105	2
REQ. LVL	WEIGHT
30	70

FROM	PRICE
Not Implemented	41000
SPECIALTY	
LUK + 3	
DESCRIPTION	
Exceptional Whip looks like an Animal Tail. It is rumored to Bring a Great Luck.	
CAN BE USED BY	
Dancer	

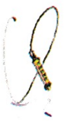
Whip



LEVEL	SLOT
3	1,2
ATTACK	RANGE
120	2
REQ. LVL	WEIGHT
30	70

FROM	PRICE
Not Implemented	38000
SPECIALTY	
DESCRIPTION	
Common Whip with a Wooden Handle for Striking.	
CAN BE USED BY	
Dancer	

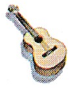
Wire



LEVEL	SLOT
2	2,3
ATTACK	RANGE
95	2
REQ. LVL	WEIGHT
16	100

FROM	PRICE
Not Implemented	17500
SPECIALTY	
DESCRIPTION	
A Flexible Wire with an Iron Handle.	
CAN BE USED BY	
Dancer	

Guitar



LEVEL	SLOT
3	0,1
ATTACK	RANGE
142	1
REQ. LVL	WEIGHT
27	90

FROM	PRICE
Not Implemented	47000
SPECIALTY	
DESCRIPTION	
Musical Instrument with 6 strings Plucked with the Fingers or a Pleuctrum.	
CAN BE USED BY	
Bard	

Gumoongoh

LEVEL	SLOT
3	1,2
ATTACK	RANGE
126	1
REQ. LVL	WEIGHT
27	130

FROM	PRICE
Not Implemented	54000

SPECIALTY

DESCRIPTION

Korean Traditional Musical String Instrument.
Singing and Dancing Girls Play to Celebrate Special Occasions.

CAN BE USED BY

Bard

Harp

LEVEL	SLOT
3	1,2
ATTACK	RANGE
114	1
REQ. LVL	WEIGHT
27	90

FROM	PRICE
Not Implemented	62000

SPECIALTY

INT + 2

DESCRIPTION

Musical Instrument having Strings that are Plucked with the Fingers.
Also it Increases its Player's Intelliegence.

CAN BE USED BY

Bard

Lute

LEVEL	SLOT
2	2,3
ATTACK	RANGE
105	1
REQ. LVL	WEIGHT
14	50

FROM	PRICE
Not Implemented	24500

SPECIALTY

DESCRIPTION

Musical Instrument Having a Long,Fretted Neck with a Vaulted back.

CAN BE USED BY

Bard

Mandolin

LEVEL	SLOT
2	2,3
ATTACK	RANGE
90	1
REQ. LVL	WEIGHT
14	40

FROM	PRICE
Not Implemented	18000

SPECIALTY

DESCRIPTION

Small Stringed Musical Instrument.

CAN BE USED BY

Bard

Violin

LEVEL	SLOT
1	3,4
ATTACK	RANGE
50	1
REQ. LVL	WEIGHT
2	70

FROM	PRICE
Not Implemented	4000

SPECIALTY

DESCRIPTION

Treble Instrument with Strings from Western Countries and also Rocker's Favorite Instrument.

CAN BE USED BY

Bard

Arbalest

LEVEL	SLOT
3	1,2
ATTACK	RANGE
90	5
REQ. LVL	WEIGHT
33	100

FROM	PRICE
Sold at NPC (1), Raydric Archer (2)	48000

SPECIALTY

DEX + 2

DESCRIPTION

Exceptional Bow-Gun which allows its Owner to be more Dexterous.

CAN BE USED BY

Archer, Thief

Bow

LEVEL	SLOT
1	3,4
ATTACK	RANGE
15	5
REQ. LVL	WEIGHT
4	50

FROM	PRICE
Sold at NPC (3), Raydric Archer (3), Archer Skeleton (3), Condor (4), Forged (0)	1000

SPECIALTY

DESCRIPTION

A basic Bow. This weapon needs arrows to work properly.

CAN BE USED BY

Archer, Thief

Composite Bow

LEVEL	SLOT
1	3,4
ATTACK	RANGE
29	5
REQ. LVL	WEIGHT
4	60

Sol

Cross Bow

LEVEL	SLOT
2	2,3
ATTACK	RANGE
65	5
REQ. LVL	WEIGHT
18	90

Sold

Gakkung

LEVEL	SLOT
3	1,2
ATTACK	RANGE
100	5
REQ. LVL	WEIGHT
33	110

Sold at NPC (

Great Bow

LEVEL	SLOT
2	2,3
ATTACK	RANGE
50	5
REQ. LVL	WEIGHT
18	100

Hunter Bow

LEVEL	SLOT
3	0
ATTACK	RANGE
125	5
REQ. LVL	WEIGHT
33	150

Roguemaster's Bow

LEVEL	SLOT
4	0
ATTACK	RANGE
75	9
REQ. LVL	WEIGHT
48	50

Rudra's Bow

LEVEL	SLOT
4	0
ATTACK	RANGE
130	5
REQ. LVL	WEIGHT
48	100

Contains

Composite Bow

LEVEL	SLOT	FROM	PRICE
1	3,4	Sold at NPC (3), Goblin Archer (4), Forged (0)	2500
		SPECIALTY	
ATTACK	RANGE		
29	5	DESCRIPTION	
		Average Bow,used Mostly in hunting Small Game.	
REQ. LVL	WEIGHT	CAN BE USED BY	
4	60	Archer, Thief	

Cross Bow

LEVEL	SLOT	FROM	PRICE
2	2,3	Sold at NPC (2), Cobold Archer (3), Forged (0)	17000
		SPECIALTY	
ATTACK	RANGE		
65	5	DESCRIPTION	
		Crossbow with fast shooting speed and high damage.	
REQ. LVL	WEIGHT	CAN BE USED BY	
18	90	Archer, Thief	

Gakkung

LEVEL	SLOT	FROM	PRICE
3	1,2	Sold at NPC (1), Owl Duke (1), Treasure Box(12) (2), Orc Archer (2)	42000
		SPECIALTY	
ATTACK	RANGE		
100	5	DESCRIPTION	
		Potent Bow Used by Goongsoo,the Korean Ancient Archer , of Great Strength and Able to knock down the Greatest Enemy.	
REQ. LVL	WEIGHT	CAN BE USED BY	
33	110	Archer, Thief	

Great Bow

LEVEL	SLOT	FROM	PRICE
2	2,3	Sold at NPC (2), Archer Skeleton (3)	10000
		SPECIALTY	
ATTACK	RANGE		
50	5	DESCRIPTION	
		It's a big bow but not handy.	
REQ. LVL	WEIGHT	CAN BE USED BY	
18	100	Archer, Thief	

Hunter Bow

LEVEL	SLOT	FROM	PRICE
3	0	Sold at NPC	64000
		SPECIALTY	
ATTACK	RANGE		
125	5	DESCRIPTION	
		Exclusive Bow For Hunter Class.	
REQ. LVL	WEIGHT	CAN BE USED BY	
33	150	Hunter	

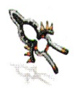
Roguemaster's Bow

LEVEL	SLOT	FROM	PRICE
4	0	Old Blue Box	20
		SPECIALTY	
ATTACK	RANGE		
75	9	DESCRIPTION	
		Exclusive Bow for Thief Class.	
REQ. LVL	WEIGHT	CAN BE USED BY	
48	50	Thief	

Rudra's Bow

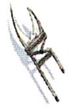
LEVEL	SLOT	FROM	PRICE
4	0	Not Implemented	20
		SPECIALTY	
ATTACK	RANGE	Holy Property. Enchanted with [Cure]	
130	5	DESCRIPTION	
		Bow of Rudra,the Ancient God. Contains Holy Godly power inside,and gives a skill to its owner couldn't use before.	
REQ. LVL	WEIGHT	CAN BE USED BY	
48	100	Archer, Thief	

Infiltrator



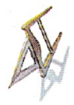
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
4	0	100	1	75	150	Nightmare	57000	50% Bonus Damage onto the Demi-Human.	Deadly Katar of human-shape.to easily hit in a vulnerable spot.Weapon for assassinating.	Assassin

Jamadhar



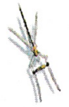
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0,1	165	1	33	150	Sold at NPC (0), Injustice (1), Osirirs(1)	37200		A much better knife with enhanced attack points.	Assassin

Jur



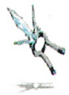
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
2	2,3	125	1	18	80	Sold at NPC (2), Martin (3)	19500		A weapon equipted on a hand or a wrist. Able to make various movement.	Assassin

Katar



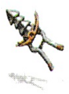
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	1,2	148	1	33	120	Sold at NPC (1), Desert Wolf (2)	41000	DEX + 1	Made with ancient secret method, it confuses enemies with various movement.	Assassin

Katar of Cold Icicle



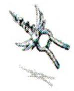
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	105	1	55	120	Deviace, Hatii	45000	Freeze enemy by low chance.	Katar made from cold and sharp Icicle.	Assassin

Katar of Dusty Thornbrush



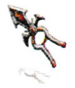
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	105	1	55	120	Sandman	45000	Blind enemy by low chance.	Katar made out of thornbush.	Assassin

Katar of Piercing Wind



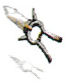
LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT	FROM	PRICE	SPECIALTY	DESCRIPTION	CAN BE USED BY
3	0	105	1	55	120	Joker	45000	Put enemy to sleep by low chance.	Katar of Freezing Wind.	Assassin

Katar of Raging Blaze



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	105	1	55	120

Sharpened Legbone of Ghoul



LEVEL	SLOT	ATTACK	RANGE	REQ. LVL	WEIGHT
3	0	150	1	65	170

Katar ma

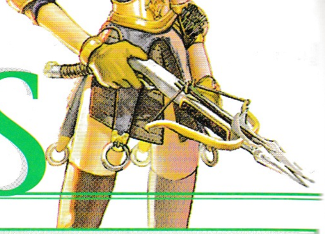
Katar of Raging Blaze

	LEVEL	SLOT	FROM	PRICE
	3	0	Eddga	45000
	ATTACK	RANGE	SPECIALTY	
	105	1	Silence enemy by low chance.	
			DESCRIPTION	
			Fire property Katar simulated blazing flame.	
	REQ. LVL	WEIGHT	CAN BE USED BY	
	55	120	Assassin	

Sharpened Legbone of Ghoul

	LEVEL	SLOT	FROM	PRICE
	3	0	Zombie Master, Ghoul	52500
	ATTACK	RANGE	SPECIALTY	
	150	1	Undead	
			DESCRIPTION	
			Katar made out of legbone of ghoul,which brings the fear of death around.	
	REQ. LVL	WEIGHT	CAN BE USED BY	
	65	170	Assassin	

ARROWS



ARROW

ATTACK	25
PRICE	1
WEIGHT	0.1
FROM	Condor, Savage Babe, Any Tool Dealer
SPECIALTY	---
ELEMENT	---
DESCRIPTION	An ordinary arrow.
CRAFTED WITH	Jellopy (4 arrows), Tree Root (7 Arrows), Fine-Grained Trunk (20 arrows), Barren Trunk (20 arrows), Solid Trunk (20 arrows), Trunk (40 arrows), Cactus Needle (50 arrows), Porcupine Quill (70 arrows), Needle of Alarm (100 arrows), Wooden Mail (700 arrows), Slotted Wooden Mail (1000 arrows)

ARROW OF COUNTER EVIL

ATTACK	50
PRICE	40
WEIGHT	0.3
FROM	
SPECIALTY	---
ELEMENT	Holy
DESCRIPTION	Arrow which has rumored to counter evil.
CRAFTED WITH	

ARROW OF SHADOW

ATTACK	30
PRICE	3
WEIGHT	0.2
FROM	Wild Rose
SPECIALTY	---
ELEMENT	Dark
DESCRIPTION	Arrow of Darkness
CRAFTED WITH	Decayed Nail (1 arrow), Tooth of Bat (1 arrow), Dokkaebi Horn (2 arrows), Horrendous Mouth (5 arrows), Coal (8 arrows), Evil Horn (20 arrows), Key of Underground (100 arrows)

ARROW OF WIND

ATTACK	30
PRICE	3
WEIGHT	0.2
FROM	Orc Archer
SPECIALTY	---
ELEMENT	Wind
DESCRIPTION	Magic Arrow which possesses Wind Property.
CRAFTED WITH	Wind of Verdure (50 arrows), Rough Wind (150 arrows)

CRYSTAL ARROW

ATTACK	30
PRICE	3
WEIGHT	0.2
FROM	Anolian
SPECIALTY	---
ELEMENT	Water
DESCRIPTION	Arrow made out of Blue Crystal,which possesses Water Property.
CRAFTED WITH	Blue Gemstone (10 arrows), Crystal Blue (50 arrows), Mystic Frozen (150 arrows),

CURSE ARROW

ATTACK	1
PRICE	10
WEIGHT	0.3
FROM	---
SPECIALTY	curses targets by chance. [Not Implemented yet]
ELEMENT	---
DESCRIPTION	Cursed arrow
CRAFTED WITH	Red Gemstone (1 arrow), Amulet (40 arrows), Cursed Ruby (50 arrows)

FIRE ARROW

ATTACK	30
PRICE	3
WEIGHT	0.2
FROM	Archer Skeleton, Horong, Tool Dealer (Sunken Ship)
SPECIALTY	---
ELEMENT	Fire
DESCRIPTION	Burning Arrow,Does Powerful,Flammable Damages when used against the Enemy.
CRAFTED WITH	Red Blood (50 arrows), Flameheart (150 arrows)

FLASH ARROW

ATTACK	1
PRICE	10
WEIGHT	0.3
FROM	---
ELEMENT	---
	Great Nature (5 arrows), Evil Horn (1

FREEZING ARROW

ATTACK	1
PRICE	10
WEIGHT	0.3
FROM	---
ELEMENT	Water
	Blue G

IMMATERIAL ARROW

ATTACK	30
PRICE	3
WEIGHT	0.1
FROM	---
ELEMENT	Ghost
	Slotted S

IRON ARROW

ATTACK	30
PRICE	2
WEIGHT	0.1
FROM	---
ELEMENT	---
	Arrow
	Dokkaebi Horn (40 arrows

MUTE ARROW

ATTACK	1
PRICE	10
WEIGHT	0.3
FROM	Gargoyle
ELEMENT	---
	Arrow a
	Dead Branch (40 ar

ORIDECON ARROW

ATTACK	50
PRICE	30
WEIGHT	0.3
FROM	Goblin Archer
ELEMENT	---
	Dragon Canine (1 arrow), Gold (5 Orid

POISON ARROW

ATTACK	1
PRICE	10
WEIGHT	0.1
FROM	Kobold Archer
ELEMENT	Poison
	Red Gemstone (1

RUSTY ARROW

ATTACK	30
PRICE	3
WEIGHT	0.2
FROM	---
ELEMENT	Poison
	Bee Sting (1 arrow), Decayed N Fa

FLASH ARROW

ATTACK	FROM	SPECIALTY
1	---	Blind targets by chance. [Not Implemented yet]
PRICE	ELEMENT	DESCRIPTION
10	---	Arrow that explodes with a flash when it reaches at a target.
WEIGHT	CRAFTED WITH	
0.3	Great Nature (5 arrows), Evil Horn (10 arrows), Star Dust (10 arrows), Star Crumb (30 arrows), Gold (50 arrows), Foolishness of the Blind (200 arrows)	

FREEZING ARROW

ATTACK	FROM	SPECIALTY
1	---	Freezes targets by chance. [Not Implemented yet]
PRICE	ELEMENT	DESCRIPTION
10	Water	Icy arrow.
WEIGHT	CRAFTED WITH	
0.3	Blue Gemstone (1 arrow), Mystic Frozen (5 arrows)	

IMMATERIAL ARROW

ATTACK	FROM	SPECIALTY
30	---	---
PRICE	ELEMENT	DESCRIPTION
3	Ghost	Shining and shapeless arrow.
WEIGHT	CRAFTED WITH	
0.1	Slotted Silver Robe (10 arrows), Emperium (600 arrows)	

IRON ARROW

ATTACK	FROM	SPECIALTY
30	---	---
PRICE	ELEMENT	DESCRIPTION
2	---	Arrow made of iron, which does more damage comparing wooden arrow.
WEIGHT	CRAFTED WITH	
0.1	Dokkaebi Horn (40 arrows), Wooden Mail (500 arrows), Slotted Wooden Mail (700 arrows)	

MUTE ARROW

ATTACK	FROM	SPECIALTY
1	Gargoyle	Silence targets by chance. [Not Implemented yet]
PRICE	ELEMENT	DESCRIPTION
10	---	Arrow attached a poisonous arrowhead that makes target's mouth stiff on top.
WEIGHT	CRAFTED WITH	
0.3	Dead Branch (40 arrows), Opera Masque (40 arrows), Emperium (600 arrows)	

ORIDECON ARROW

ATTACK	FROM	SPECIALTY
50	Goblin Archer	---
PRICE	ELEMENT	DESCRIPTION
30	---	Very powerful arrow made of oridecon.
WEIGHT	CRAFTED WITH	
0.3	Dragon Canine (1 arrow), Gold (50 arrows), Rough Oridecon (50 arrows), Key of Clock Tower (50 arrows), Oridecon (250 arrows), Emperium (600 arrows),	

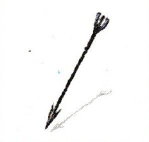
POISON ARROW

ATTACK	FROM	SPECIALTY
1	Kobold Archer	Poisons targets by chance.[Not Implemented yet]
PRICE	ELEMENT	DESCRIPTION
10	Poison	Arrow which a poisonous arrowhead's attached on top.
WEIGHT	CRAFTED WITH	
0.1	Red Gemstone (1 arrow), Stinky Scale (1 arrow), Venom Canine (1 arrow)	

RUSTY ARROW

ATTACK	FROM	SPECIALTY
30	---	---
PRICE	ELEMENT	DESCRIPTION
3	Poison	Old arrow that rust gathered on.
WEIGHT	CRAFTED WITH	
0.2	Bee Sting (1 arrow), Decayed Nail (1 arrow), Scorpion Tail (3 arrows), Ogre Tooth (5 arrows), Zenorc Fang (5 arrows), Red Gemstone (10 arrows),	

SHARP ARROW



ATTACK	**FROM**	**SPECIALTY**
10	Raydric Archer	Increases the rate of critical attack. [Not Implemented yet]
PRICE	**ELEMENT**	**DESCRIPTION**
20	---	Arrow which a saw-toothed arrowhead's attached on top.
WEIGHT	**CRAFTED WITH**	
0.3	Mantis Scythe (1 arrow), Fang (2 arrows)	

SILVER ARROW

ATTACK	**FROM**	**SPECIALTY**
30	Tool Dealer (Alberta, Payon, Geffen, Morroc, Izlude, Prontera)	---
PRICE	**ELEMENT**	**DESCRIPTION**
3	Holy	Arrow with a head of Silver attached on top.
WEIGHT	**CRAFTED WITH**	
0.2	Fang (40 arrows), Zargon (50 arrows), Silver Robe (700 arrows), Slotted Silver Robe (1000 arrows), Snow Horn (1000 arrows)	

SLEEP ARROW

ATTACK	**FROM**	**SPECIALTY**
1	---	Curse sleep on targets by chance. [Not Implemented yet]
PRICE	**ELEMENT**	**DESCRIPTION**
10	---	Arrow which puts targets into sleep.
WEIGHT	**CRAFTED WITH**	
0.3	Yellow Gemstone (1 arrow), Needle of Alarm (5 arrows), Rough Wind (5 arrows), Cursed Ruby (10 arrows).	

STEEL ARROW

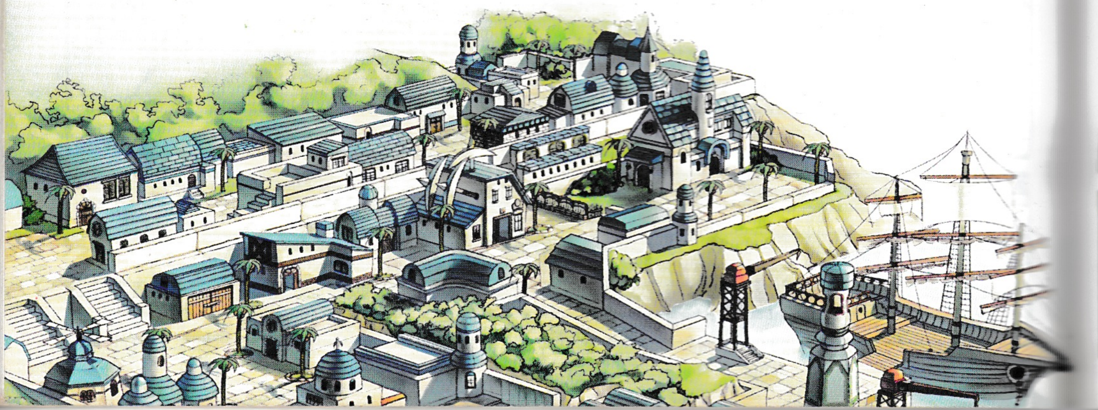
ATTACK	**FROM**	**SPECIALTY**
40	Orc Archer	---
PRICE	**ELEMENT**	**DESCRIPTION**
4		Arrow made out of Steel,which is more powerful.
WEIGHT	**CRAFTED WITH**	
0.2	Scell (8 arrows), Orc Claw (10 arrows), Orc's Fang (20 arrows), Ogre Tooth (30 arrows), Manacles (50 arrows), Ball 'n Chain (50 arrows), Steel (100 arrows), Opera Masque (200 arrows), Rough Elunium (200 arrows), Elunium (1000 arrows)	

STONE ARROW

ATTACK	**FROM**	**SPECIALTY**
30	Orc Archer, Sting	---
PRICE	**ELEMENT**	**DESCRIPTION**
3	Earth	Arrow made from Firm Stone,which possesses Earth Property.
WEIGHT	**CRAFTED WITH**	
0.2	Orc's Fang (1 arrow), Mole Claw (2 arrows), Green Live (50 arrows)	

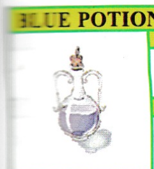
STUN ARROW

ATTACK	**FROM**	**SPECIALTY**
1	---	Stuns targets by chance. [Not Implemented yet]
PRICE	**ELEMENT**	**DESCRIPTION**
10	---	Pretty heavy and thick arrow.
WEIGHT	**CRAFTED WITH**	
0.3	Evil Horn (5 arrows), Rough Elunium (5 arrows), Elunium (50 arrows)	



USEABLE

LUE POTION



PRICE	**SPECIALTY**
5000	Restores about 60 SP points
WEIGHT	**DESCRIPTION**
20	A potion made from grounded Blue Herbs

REEN POTION

PRICE	**SPECIALTY**
40	Recover from Critical States (Poison/Silence/Blind/Confuse)
WEIGHT	**DESCRIPTION**
6	A potion made from grounded Green Herbs

RANGE POTION

PRICE	**SPECIALTY**
200	Restores about 70 HP points
WEIGHT	**DESCRIPTION**
13	A potion made from grounded Red Herbs and Yellow Herbs

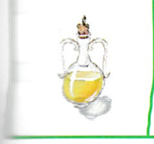
ED POTION

PRICE	**SPECIALTY**
50	Restores about 45 HP points
WEIGHT	**DESCRIPTION**
10	A potion made from grounded Red Herbs

HITE POTION

PRICE	**SPECIALTY**
1200	Restores about 150 HP points
WEIGHT	**DESCRIPTION**
20	A potion made from grounded White Herbs

ELLOW POTION



PRICE	**SPECIALTY**
550	Restores about 105 HP points
WEIGHT	**DESCRIPTION**
16	A potion made from grounded Yellow Herbs

LUE HERB

PRICE	**SPECIALTY**
60	Restores about 18 SP points
WEIGHT	**DESCRIPTION**
9	A Very Valuable Medicinal Herb which has Unique Aroma Filling One with Spiritual Gratification. Restores certain amounts of SP

USEABLE ITEMS

BLUE POTION

PRICE	SPECIALTY
5000	Restores about 60 SP points
WEIGHT	**DESCRIPTION**
20	A potion made from grounded Blue Herbs

GREEN POTION

PRICE	SPECIALTY
40	Recover from Critical States (Poison/ Silence/Blind/Confuse)
WEIGHT	**DESCRIPTION**
6	A potion made from grounded Green Herbs

ORANGE POTION

PRICE	SPECIALTY
200	Restores about 70 HP points
WEIGHT	**DESCRIPTION**
13	A potion made from grounded Red Herbs and Yellow Herbs

RED POTION

PRICE	SPECIALTY
50	Restores about 45 HP points
WEIGHT	**DESCRIPTION**
10	A potion made from grounded Red Herbs

WHITE POTION

PRICE	SPECIALTY
1200	Restores about 150 HP points
WEIGHT	**DESCRIPTION**
20	A potion made from grounded White Herbs

YELLOW POTION

PRICE	SPECIALTY
550	Restores about 105 HP points
WEIGHT	**DESCRIPTION**
16	A potion made from grounded Yellow Herbs

BLUE HERB

PRICE	SPECIALTY
60	Restores about 18 SP points
WEIGHT	**DESCRIPTION**
9	A Very Valuable Medicinal Herb which has Unique Aroma Filling One with Spiritual Gratification. Restores certain amounts of SP

GREEN HERB

PRICE	SPECIALTY
10	Cures Poison
WEIGHT	**DESCRIPTION**
2	A Medicinal Herb that cures poison.

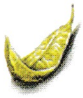
RED HERB

PRICE	SPECIALTY
18	Restores about 20 HP points
WEIGHT	**DESCRIPTION**
4	A Valuable Medicinal Herb which restores certain amounts of HP.

WHITE HERB

PRICE	SPECIALTY
120	Restores about 50 HP points
WEIGHT	**DESCRIPTION**
9	A Valuable Medicinal Herb which restores certain amounts of HP.

YELLOW HERB



PRICE	SPECIALTY
40	Restores about 30 HP points
WEIGHT	**DESCRIPTION**
7	A Valuable Medicinal Herb which restores certain amounts of HP.

APPLE JUICE

PRICE	SPECIALTY
20	Restores about 20 HP points
WEIGHT	**DESCRIPTION**
5	Bottled juice of Apples which is more digestible than an apple, the fruit itself

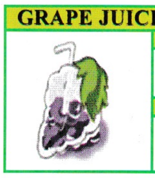
BANANA JUICE

PRICE	SPECIALTY
20	Restores about 20 HP points
WEIGHT	**DESCRIPTION**
5	Bottled juice of Bananas which is more digestible than an apple, the fruit itself

CARROT JUICE

PRICE	SPECIALTY
20	Restores about 20 HP points
WEIGHT	**DESCRIPTION**
5	Bottled juice of Carrots which is more digestible than an apple, the fruit itself

GRAPE JUICE



PRICE	SPECIALTY
250	Restores about 20 SP points
WEIGHT	DESCRIPTION
5	Bottled juice of Grapes which is more digestible than a grape, the fruit itself

ALOE LEAFLET

PRICE	SPECIALTY
360	Restores about 65 HP points
WEIGHT	DESCRIPTION
5	Leaflet cut from the Aloe. Restores some amounts of HP

APPLE

PRICE	SPECIALTY
15	Restores about 16 HP points
WEIGHT	DESCRIPTION
3	Nice, Red and juicy. Restores small amounts of HP

BANANA

PRICE	SPECIALTY
15	Restores about 16 HP points
WEIGHT	DESCRIPTION
5	All primates love this fruit. Restores small amounts of HP

CANDY

PRICE	SPECIALTY
10	Restores about 45 HP points
WEIGHT	DESCRIPTION
3	Shaped piece of various type of boiled sugar or chocolate or other sweets.

CANDY CANE

PRICE	SPECIALTY
20	Restores about 65 HP points
WEIGHT	DESCRIPTION
4	Striped stick of peppermint candy with the top curved to resemble a walking stick

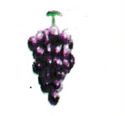
CARROT

PRICE	SPECIALTY
15	Restores about 16 HP points
WEIGHT	DESCRIPTION
3	People say it's good for your eyes. Restores small amounts of HP

FISH SLICE

PRICE	SPECIALTY
0	Restore suitable amounts of HP
WEIGHT	DESCRIPTION
5	Fresh raw fish,which tastes like sea.

GRAPE



PRICE	SPECIALTY
200	Restores about 12 SP points
WEIGHT	DESCRIPTION
3	An edible smooth-skinned fruit that grows in clusters on vines. Restores small amounts of HP

HINALLE LEAFLET

PRICE	SPECIALTY
150	Restores about 45 HP points
WEIGHT	DESCRIPTION
5	Leaflet Cut from Hinalle Plant which has a cool and fresh scent can ease pain and bring energy. Restores some amounts of HP

HONEY

PRICE	SPECIALTY
500	Restores about 45 HP points and about 10 SP points
WEIGHT	DESCRIPTION
15	Sweet and viscid fluid produced by bees from the nectar collected from flowers. Usually eaten but used for medicinal purposes sometimes. Restores some HP and SP

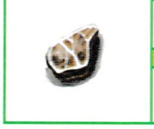
ICE CREAM

PRICE	SPECIALTY
150	Restores about 70 HP points
WEIGHT	DESCRIPTION
10	Sweet and refreshing Ice Cream. It is chilled enough to freeze you if you ate too many of them…

MASTELA FRUIT

PRICE	SPECIALTY
840	Restores about 90 HP points
WEIGHT	DESCRIPTION
5	A shiny and purple fruit, picked from the Mastela tree. Restores great amounts of HP

MEAT



PRICE	SPECIALTY
55	Restores about 55 HP points
WEIGHT	DESCRIPTION
20	Appetizing chunk of roasted meat. Restores small amounts of HP

MILK

PRICE	SPECIALTY
25	Restores about 22 HP points
WEIGHT	DESCRIPTION
5	Fresh cow's milk in a container. Restores small amounts of HP

MONSTER'S FEED

PRICE	SPECIALTY
60	Restores about 55 HP points
WEIGHT	DESCRIPTION
20	Processed food, normally to feed monster.

PIECE OF CAKE

PRICE	SPECIALTY
3000	Restore suitable amounts of HP
WEIGHT	DESCRIPTION
10	Cake which has Smooth Cream with sweet scent on top,sliced into pieces.Recover suitable amount of HP .

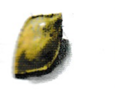
PUMPKIN

PRICE	SPECIALTY
15	Restores about 16 HP points
WEIGHT	DESCRIPTION
3	Large and edible Yellowish orange fruit. Restores small amounts of HP.

ROYAL JELLY

PRICE	SPECIALTY
7000	Restores about 120 HP points and about 60 SP points
WEIGHT	DESCRIPTION
20	A highly nutrious secrection of the pharyngeal glands of the honeybee. Restores some large amounts of HP and SP

SWEET POTATO



PRICE	SPECIALTY
15	Restores about 16 HP points
WEIGHT	DESCRIPTION
3	Taste best when it was cooked with margarine. Restores small amounts of HP

WELL-BAKED COOKIE

PRICE	SPECIALTY
1000	Restore suitable amounts of HP
WEIGHT	DESCRIPTION
3	Cookie which tastes sweet as well as its flavour.Recover suitable amount of HP.

ALOE VERA

PRICE	SPECIALTY
1500	Use the skill, Provoke to consumer
WEIGHT	DESCRIPTION
10	A basic herbal emolient made from aloe extract. It is infamous for its stench and sour taste but tend to addict when consumed regularly

ANODYNE

PRICE	SPECIALTY
2000	Use the skill, Endure
WEIGHT	DESCRIPTION
10	A medicine made from grinded Ment, used to ease pain and relax muscles. Usually called as the 'Pain killer'

AMULET

PRICE	SPECIALTY
100	No Specialty.
WEIGHT	DESCRIPTION
10	Forbidden talisman bringing life to the dead. It creates a souless walking corpser a Undead zombie.

IALTY
t 12 SP points
RIPTION
-skinned fruit that
vines. Restores small
ts of HP

IALTY
ut 45 HP points
RIPTION
alle Plant which has a
an ease pain and bring
ome amounts of HP

IALTY
HP points and about
points
RIPTION
produced by bees from
rom flowers. Usually
medicinal purposes
es some HP and SP

IALTY
ut 70 HP points
RIPTION
ing Ice Cream. It is
reeze you if you ate
of them…

IALTY
ut 90 HP points
RIPTION
fruit, picked from the
res great amounts of
IP

IALTY
ut 55 HP points
RIPTION
k of roasted meat.
amounts of HP

IALTY
ut 22 HP points
RIPTION
k in a container.
amounts of HP

IALTY
t 55 HP points
RIPTION
normally to feed
nster.

PIECE OF CAKE

PRICE	SPECIALTY
3000	Restore suitable amounts of HP
WEIGHT	*DESCRIPTION*
10	Cake which has Smooth Cream with sweet scent on top,sliced into pieces.Recover suitable amount of HP .

PUMPKIN

PRICE	SPECIALTY
15	Restores about 16 HP points
WEIGHT	DESCRIPTION
3	Large and edible Yellowish orange fruit. Restores small amounts of HP.

ROYAL JELLY

PRICE	SPECIALTY
7000	Restores about 120 HP points and about 60 SP points
WEIGHT	DESCRIPTION
20	A highly nutrious secrection of the pharyngeal glands of the honeybee. Restores some large amounts of HP and SP

SWEET POTATO

PRICE	SPECIALTY
15	Restores about 16 HP points
WEIGHT	DESCRIPTION
3	Taste best when it was cooked with margarine. Restores small amounts of HP

WELL-BAKED COOKIE

PRICE	SPECIALTY
1000	Restore suitable amounts of HP
WEIGHT	DESCRIPTION
3	Cookie which tastes sweet as well as its flavour.Recover suitable amount of HP.

ALOE VERA

PRICE	SPECIALTY
1500	Use the skill, Provoke to consumer
WEIGHT	DESCRIPTION
10	A basic herbal emolient made from aloe extract. It is infamous for its stench and sour taste but tend to addict when consumed regularly

ANODYNE

PRICE	SPECIALTY
2000	Use the skill, Endure
WEIGHT	DESCRIPTION
10	A medicine made from grinded Ment, used to ease pain and relax muscles. Usually called as the 'Pain killer'

AMULET

PRICE	SPECIALTY
100	No Specialty.
WEIGHT	DESCRIPTION
10	Forbidden talisman bringing life to the dead. It creates a souless walking corpser a Undead zombie.

HOLY WATER

PRICE	SPECIALTY
20	Cure Cursed Statues
WEIGHT	*DESCRIPTION*
10	*Blessed water used in sacred ceremonies*

PANACEA

PRICE	SPECIALTY
500	Cure every critial states
WEIGHT	DESCRIPTION
20	A mystic remedy for all ills

YGGDRASIL BERRY

PRICE	SPECIALTY
2	Restore HP and SP to maximum
WEIGHT	DESCRIPTION
30	Fruit of Yggdrasil tree which holds the world together. This fruit of life has fantastic taste.

YGGDRASIL LEAF

PRICE	SPECIALTY
4000	Revive Dead
WEIGHT	DESCRIPTION
10	Leaf of the Yggdrasil tree which has a Vital Force inside. Enable to Fill the Fainted with Energy.

YGGDRASIL SEED

PRICE	SPECIALTY
2	Restore HP and SP to half
WEIGHT	DESCRIPTION
30	Seed of the Yggdrail tree, the tree that holds the world together.

AWAKENING POTION

PRICE	SPECIALTY
1500	Increase Attack Speed(Required Level 40, not aviliable for Acolyte and Priest)
WEIGHT	DESCRIPTION
15	Liquid medicine which awakens its consumer.

BERSERK POTION

PRICE	SPECIALTY
3000	Increase Attack Speed (Not available for Acolyte, Priest, Thief, Assassin, Archer, and Hunter, Required Lv. 85)
WEIGHT	DESCRIPTION
20	Remarkably strong liquid medicine which stimulates the circulation of the consumer's blood to amplify the one's might and main.

CONCENTRATION POTION

PRICE	SPECIALTY
800	Increse Attack Speed (For All classes)
WEIGHT	DESCRIPTION
10	Liquid medicine that stimulates concentration of its consumer. Affects on the attack speed of its consumer.

DEAD BRANCH

PRICE	SPECIALTY
2	Summon a random monster
WEIGHT	**DESCRIPTION**
5	Twig which the power of eternity lies within. It recalls the living creature to the place where it stays

MAGNIFIER

PRICE	SPECIALTY
40	Identify an unidentified item
WEIGHT	**DESCRIPTION**
5	A magnifying glass which brings the most distinctive features of an item to light.

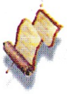
WING OF BUTTERFLY

PRICE	SPECIALTY
300	Warp to the last saved point
WEIGHT	**DESCRIPTION**
5	Enchanted butterfly wing, instantly send you to saved point .

WING OF FLY

PRICE	SPECIALTY
60	Warp to a random location on the map
WEIGHT	**DESCRIPTION**
5	A magical pair of wings that allow you to fly away a random place in the map.

WORN OUT SCROLL



PRICE	SPECIALTY
20	No Specialty.
WEIGHT	**DESCRIPTION**
2	Throughly aged scroll,written down with unknown letters.

GIFT BOX

PRICE	SPECIALTY
1000	Get a random gift
WEIGHT	**DESCRIPTION**
20	Box which carry some kind of Christmas present within.Nobody knows what comes out from.

OLD BLUE BOX

PRICE	SPECIALTY
2	Get a random item
WEIGHT	**DESCRIPTION**
20	Mysterious box in blue colour. Appears as if something will come forth from it when it is openned

OLD CARD ALBUM

PRICE	SPECIALTY
20	Get a random card
WEIGHT	**DESCRIPTION**
5	Antique Album likely to contain Cards within.It looks like possessing mysterious power inside.

OLD PURPLE BOX

PRICE	SPECIALTY
20	Get a random item(better item than OBB)
WEIGHT	**DESCRIPTION**
20	Old and mysterious box of Violet Colour,something might come out when opened.

MINI FURNACE

PRICE	SPECIALTY
150	Used for manufacturing Metals by Blacksmith
WEIGHT	**DESCRIPTION**
20	A Disposable,Blast Furnace minimized Carry on at ease. Only for one time use

IRON HAMMER

PRICE	SPECIALTY
1000	Enable to forge Lv. 1 Weapon
WEIGHT	**DESCRIPTION**
20	A Disposable Hammer made out of Well tempered Steel. Only for one time use.

GOLDEN HAMMER

PRICE	SPECIALTY
3000	Enable to forge Lv. 2 Weapon
WEIGHT	**DESCRIPTION**
30	A Disposable Hammer made out of Pure Gold. Only for one time use

ORIDECON HAMMER

PRICE	SPECIALTY
5000	Enable to forge Lv. 3 Weapon
WEIGHT	**DESCRIPTION**
40	A Disposable Hammer made out of Oridecon. Only for one time use

ARMLET OF OBEDIENCE

PRICE	SPECIALTY
1800	Able to tame the monster, 'Isis'
WEIGHT	**DESCRIPTION**
5	Finely-decorated Bracelet.Excellent Lure to Isis.

BAKED YAM

PRICE	SPECIALTY
20	Able to tame the monster, 'Smokie'
WEIGHT	**DESCRIPTION**
5	Well-baked Sweet Potato.Smokie loves it.

BITTER HERB

PRICE	SPECIALTY
20	Able to tame the monster, 'Poporing'
WEIGHT	**DESCRIPTION**
5	Bitter Herb which makes people grimace.Nice feed for Poring.

BOOK OF DEVIL

PRICE	SPECIALTY
1800	Able to tame the monster, 'Baphomet'
WEIGHT	**DESCRIPTION**
5	Forbidden Book which keeps secret method of summoning devil. Good lure to Bapo Jr.

CONTRACTS IN SHADOW

PRICE	SPECIALTY
100	Able to tame the monster, 'Deviruchi'
WEIGHT	**DESCRIPTION**
5	Contracts in shadow,nice lure to Deviruchi.

DEADLY NOXIOUS HERB

PRICE	SPECIALTY
20	Able to tame the monster, 'Poison Spore'
WEIGHT	**DESCRIPTION**
5	Plant wich possesses deadly poison within.Nice feed for Poison Spore.

DEW LADEN MOSS

PRICE	SPECIALTY
10	Able to tame the monster, 'Spore'
WEIGHT	**DESCRIPTION**
5	Dewy Green Moss growing at dawn. Nice feed for Spore.

EARTHWORM THE DUDE

PRICE	SPECIALTY
4000	Able to tame the monster, 'Picky'
WEIGHT	**DESCRIPTION**
5	Good looking earthworm wearing a red bowtie on the neck.Nice feed for picky.

FATTY CHUBBY EARTHWORM

PRICE	SPECIALTY
5000	Able to tame the monster, 'Pecopeco'
WEIGHT	**DESCRIPTION**
5	Healthy,fat earthworm which is irregistably likable by Pecopeco.

HEART OF HER

PRICE	SPECIALTY
20	Able to tame the monster, 'Bongun'
WEIGHT	**DESCRIPTION**
5	Item which has rumored to be bewitched by a unknown girl. Bongun the monster's favorite item

HORROR OF TRIBE

PRICE	SPECIALTY
300	Able to tame the monster, 'Orc Warrior'
WEIGHT	**DESCRIPTION**
5	Orc Warrior's Favorite Item.

BOOK OF DEVIL

PRICE	SPECIALTY
1800	Able to tame the monster, 'Baphomet'

WEIGHT	DESCRIPTION
5	*Forbidden Book which keeps secret* method of summoning devil. Good lure to Bapo Jr.

CONTRACTS IN SHADOW

PRICE	SPECIALTY
100	Able to tame the monster, 'Deviruchi'

WEIGHT	DESCRIPTION
5	Contracts in shadow,nice lure to Deviruchi.

DEADLY NOXIOUS HERB

PRICE	SPECIALTY
20	Able to tame the monster, 'Poison Spore'

WEIGHT	DESCRIPTION
5	Plant wich possesses deadly poison within.Nice feed for Poison Spore.

DEW LADEN MOSS

PRICE	SPECIALTY
10	Able to tame the monster, 'Spore'

WEIGHT	DESCRIPTION
5	Dewy Green Moss growing at dawn. Nice feed for Spore.

EARTHWORM THE DUDE

PRICE	SPECIALTY
4000	Able to tame the monster, 'Picky'

WEIGHT	DESCRIPTION
5	Good looking earthworm wearing a red bowtie on the neck.Nice feed for picky.

FATTY CHUBBY EARTHWORM

PRICE	SPECIALTY
5000	Able to tame the monster, 'Pecopeco'

WEIGHT	DESCRIPTION
5	Healthy,fat earthworm which is irregistably likable by Pecopeco.

HEART OF HER

PRICE	SPECIALTY
20	Able to tame the monster, 'Bongun'

WEIGHT	DESCRIPTION
5	Item which has rumored to be bewitched by a unknown girl. Bongun the monster's favorite item

HORROR OF TRIBE

PRICE	SPECIALTY
300	Able to tame the monster, 'Orc Warrior'

WEIGHT	DESCRIPTION
5	Orc Warrior's Favorite Item.

MONSTER JUICE

PRICE	SPECIALTY
1500	Able to tame the monster, 'Hunter Fly'

WEIGHT	DESCRIPTION
5	Drink made of Animal Blood.Nice feed for Hunter Fly.

NO RECIPIENT

PRICE	SPECIALTY
100	Able to tame the monster, 'Munak'

WEIGHT	DESCRIPTION
5	Old letter which hasn't been delivered due to unknown recipient.Munak loves it so much.

OLD BROOM

PRICE	SPECIALTY
350	Able to tame the monster, 'Dokebi'

WEIGHT	DESCRIPTION
5	Old broom which has been handed down to the family.Dokkaebi's favorite item.

ORANGE JUICE

PRICE	SPECIALTY
1500	Able to tame the monster, 'Drops'

WEIGHT	DESCRIPTION
5	Orange Juice,nice feed for Drops.

RAINBOW CARROT

PRICE	SPECIALTY
2500	Able to tame the monster, 'Lunatic'

WEIGHT	DESCRIPTION
5	Carrot of Rainbow Color which fascinates people with charming scent.Nice feed for Lunatic.

ROTTEN FISH

PRICE	SPECIALTY
2500	Able to tame the monster, 'Chonchon'

WEIGHT	DESCRIPTION
5	Rotten Fish which is nice feed for Chonchon.

RUSTY IRON

PRICE	SPECIALTY
100	Able to tame the monster, 'Steel Chonchon'

WEIGHT	DESCRIPTION
5	Lusty,exhausted iron,nice feed for Steel Chonchon.

SHINING STONE

PRICE	SPECIALTY
3000	Able to tame the monster, 'Petit'

WEIGHT	DESCRIPTION
5	Shining stone.Good lure to Green Petite.

SILVER KNIFE OF CHASTITY

PRICE	SPECIALTY
12000	Able to tame the monster, 'Sohee'
WEIGHT	**DESCRIPTION**
5	Ornamental Silver Knife which simbolizes Virgin's Chastity.Sohee loves it.

WELL-DRIED BONE

PRICE	SPECIALTY
10000	Able to tame the monster, 'Baby Desertwolf'
WEIGHT	**DESCRIPTION**
5	Dried bone in the sun.Favorite food of Baby Desert Wolf.

SINGING FLOWER

PRICE	SPECIALTY
300	Able to tame the monster, 'Rocker'
WEIGHT	**DESCRIPTION**
5	Flower of Singing Plant.Favorite food of Rocker.

PET FOOD

PRICE	SPECIALTY
2500	
WEIGHT	**DESCRIPTION**
1	Sterilized Food which contains favorable ingredients of pets,and also good for Human. Mostly Pets favour to eat this food.

SWEET MILK

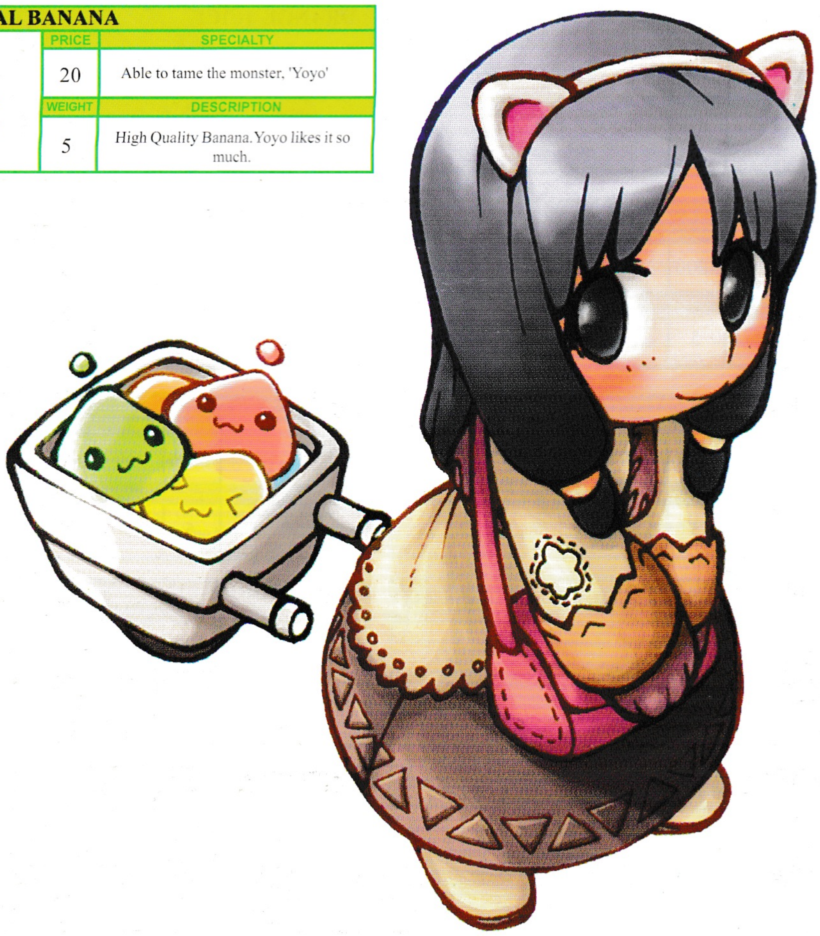
PRICE	SPECIALTY
7000	Able to tame the monster, 'Savage Babe'
WEIGHT	**DESCRIPTION**
5	Sweet and Savory Milk for Savage Bebe.

PET INCUBATOR

PRICE	SPECIALTY
3000	
WEIGHT	**DESCRIPTION**
3	Portable Incubator used for hatching Pet Monster Eggs.

TROPICAL BANANA

PRICE	SPECIALTY
20	Able to tame the monster, 'Yoyo'
WEIGHT	**DESCRIPTION**
5	*High Quality Banana.Yoyo likes it so much.*



OTHER

BLUE GEMSTONE

PRICE	FROM
600	Cornutus, Marc, Marina, Marine Sphere, Marse, Megalodon, Neraid, Vadon, NPC
WEIGHT	**DESCRIPTION**
3	A mineral containing a magical power which can be aid spells.

RED GEMSTONE

PRICE	FROM
700	Arclouse, Dark Priest, Penomena, Pest, Skel Prisoner, Thief Bug (Big), Thief Bug Egg, Wraith, Zombie Prisoner
WEIGHT	**DESCRIPTION**
3	A mineral containing a magical power which can be used to aid spells. Sell this item to get more Zenny.

YELLOW GEMSTONE

PRICE	FROM
600	Condor, Frilldora, Golem, Picky, Picky (Shell), Punk
WEIGHT	**DESCRIPTION**
3	A mineral containing a magical power which may break when used by a spell. Sell this item to get more Zenny.

ELUNIUM

PRICE	FROM
5	Abysmal Knight, Baphomet, Bloody Knight, Choco, Clock, Dark Lord, Doppleganger, Drake, Eddga, Golden Thief Bug, Gryphon, Hatii, Iron Fist, Jakk, Khalitzburg, Maya, Megalith, Mistress, Moonlight Flower, Mysteltainn, Neraid, Orc Hero, Orc Lord, Phreeoni, Raydric Archer, Raydric, Sky Petite, Stalactic Golem, Stormy Knight, Zombie Prisoner
WEIGHT	**DESCRIPTION**
20	Very light,non toxic metal.Can be tempered into armor to make it stronger. Harden Every Armor with this Metal.

EMVERETARCON

PRICE	FROM
1000	Anacondaq, Boa, Cookie, Drainliar, Green Thief Bug, Horn, Hydra, Stainer, Thara Frog, Wolf, Worm Tail, Zerom, NPC
WEIGHT	**DESCRIPTION**
20	Metallic Element to Strengthen Weapons. Harden Lv 2 Weapon.

ORIDECON

PRICE	FROM
5	Abysmal Knight, Alarm, Anolian, Baphomet, Baphomet Jr, Bloody Knight, Chimera, Cramp, Dark Lord, Doppleganger, Drake, Eddga, Executioner, Golden Thief Bug, Gryphon, Hatii, Joker, Maya, Mistress, Moonlight Flower, Mysteltainn, Nightmare, Orc Hero, Orc Lord, Osiris, Phreeoni, Stormy Knight, Tirfing, Wanderer, Zealot
WEIGHT	**DESCRIPTION**
20	A well-refined Oridecon.Extremely strong and if temper for arms,can bring great destruction.Strengthen Lv 3 or Lv 4 Weapons with this Metal.

PHRACON

PRICE	FROM
200	Ant Egg, Desert Wolf (Puppy), PecoPeco's Egg, Pupa, Savage Babe, Skeleton, Thief Bug Egg, NPC
WEIGHT	**DESCRIPTION**
20	A Metallic Element needed to Strengthen level 1 Weapons. Use at the Forge to ugrade a level 1 weapon.Harden Lv 1 Weapon.

OTHER ITEMS

BLUE GEMSTONE

PRICE	FROM
600	Cornutus, Marc, Marina, Marine Sphere, Marse, Megalodon, Neraid, Vadon, NPC
WEIGHT	**DESCRIPTION**
3	A mineral containing a magical power which can be aid spells.

RED GEMSTONE

PRICE	FROM
700	Arclouse, Dark Priest, Penomena, Pest, Skel Prisoner, Thief Bug (Big), Thief Bug Egg, Wraith, Zombie Prisoner
WEIGHT	**DESCRIPTION**
3	A mineral containing a magical power which can be used to aid spells. Sell this item to get more Zenny.

YELLOW GEMSTONE

PRICE	FROM
600	Condor, Frilldora, Golem, Picky, Picky (Shell), Punk
WEIGHT	**DESCRIPTION**
3	A mineral containing a magical power which may break when used by a spell. Sell this item to get more Zenny.

ELUNIUM

PRICE	FROM
5	Abysmal Knight, Baphomet, Bloody Knight, Choco, Clock, Dark Lord, Doppleganger, Drake, Eddga, Golden Thief Bug, Gryphon, Hatii, Iron Fist, Jakk, Khalitzburg, Maya, Megalith, Mistress, Moonlight Flower, Mysteltainn, Neraid, Orc Hero, Orc Lord, Phreeoni, Raydric Archer, Reydric, Sky Petite, Stalactic Golem, Stormy Knight, Zombie Prisoner
WEIGHT	**DESCRIPTION**
20	Very light,non toxic metal.Can be tempered into armor to make it stronger. Harden Every Armor with this Metal.

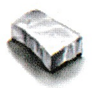
EMVERETARCON

PRICE	FROM
1000	Anacondaq, Boa, Cookie, Drainliar, Green Thief Bug, Horn, Hydra, Stainer, Thara Frog, Wolf, Worm Tail, Zerom, NPC
WEIGHT	**DESCRIPTION**
20	Metallic Element to Strengthen Weapons. Harden Lv 2 Weapon.

ORIDECON

PRICE	FROM
5	Abysmal Knight, Alarm, Anolian, Baphomet, Baphomet Jr. Bloody Knight, Chimera, Cramp, Dark Lord, Doppleganger, Drake, Eddga, Executioner, Golden Thief Bug, Gryphon, Hatii, Joker, Maya, Mistress, Moonlight Flower, Mysteltainn, Nightmare, Orc Hero, Orc Lord, Osiris, Phreeoni, Stormy Knight, Tirfing, Wanderer, Zealotus
WEIGHT	**DESCRIPTION**
20	A well-refined Oridecon.Extremely strong and if temper for arms,can bring great destruction.Strengthen Lv 3 or Lv 4 Weapons with this Metal.

PHRACON



PRICE	FROM
200	Ant Egg, Desert Wolf (Puppy), PecoPeco's Egg, Pupa, Savage Babe, Skeleton, Thief Bug Egg, NPC
WEIGHT	**DESCRIPTION**
20	A Metallic Element needed to Strengthen level 1 Weapons. Use at the Forge to ugrade a level 1 weapon.Harden Lv 1 Weapon.

ROUGH ELUNIUM

PRICE	FROM
2	Ambernite, Andre, Argiope, Argos, Brilight, Cornutus, Crab, Deniro, Dokebi, Eggyra, Elder Wilow, Frilldora, Gargoyle, Goblin Steam Rider, Golem, Hode, Horong, Iron Fist, Kobold (Axe), Mantis, Matyr, Megalith, Metaller, Mimic, Myst, Neraid, Orc Skeleton, Piere, Sandman, Sasquatch, Savage, Scorpion, Shellfish, Skel Worker, Stainer, Stalactic Golem, Sword Fish, Trijoint, Vadon
WEIGHT	**DESCRIPTION**
20	Raw elunium Ore.Can be refined for use in armor tempting.

ROUGH ORIDECON

PRICE	FROM
2	Alligator, Anacondaq, Archer Skeleton, Bigfoot, Cruiser, Desert Wolf, Desert Wolf (Puppy), Deviace, Deviruchi, Drainliar, Earth Petite, Ghoul, Goblin (Dagger), Goblin (Xmas), Goblin Archer, High Orc, Hunter Fly, Kobold Archer, Marc, Merman, Minorous, Mummy, Myst, Ninetail, Orc Lady, Orc Warrior, Pest, Phen, Pirate Skeleton, Raggler, Sidewinder, Soldier Skeleton, Stem Worm, Sword Fish, Vitata, Yoyo, Zenorc
WEIGHT	**DESCRIPTION**
20	Raw Ore of Oridecon which is called God's Metal.Very hard to refine Oridecon from this.

ALCOHOL

PRICE	FROM
100	Black Mushroom, Horong, Plankton, Red Mushroom, Toad
WEIGHT	**DESCRIPTION**
3	The colorless liquid present in wine,beer and spirits that can make people drunk.

COUNTERAGENT

PRICE	FROM
200	quest item NPC
WEIGHT	**DESCRIPTION**
7	A vegitable or chemical substance,usually liquid,used to colour things especially by dipping.

DETRIMINDEXTA

PRICE	FROM
100	Black Mushroom, Deviace, Hydra, Toad
WEIGHT	**DESCRIPTION**
3	Very unique liquid which is rarely founded and hard to mix with water.And it is usually used as a diluted solution.

KARVODAILNIROL

PRICE	FROM
100	Poison Spore, Red Mushroom
WEIGHT	**DESCRIPTION**
3	Very unique liquid which is rarely founded and hard to mix with water.And it is usually used as a diluted solution.

MIXTURE

PRICE	FROM
200	quest item NPC Surprise OBB and OPB
WEIGHT	**DESCRIPTION**
7	A vegetable or chemical substance,usually liquid,used to colour things especially by dipping.

BLACK DYESTUFFS

PRICE	FROM
1000	quest item NPC Surprise OBB and OPB
WEIGHT	DESCRIPTION
15	A Dye of black colour which is made from grinded various herbs.

COBALT BLUE DYESTUFFS

PRICE	FROM
1000	quest item NPC Surprise OBB and OPB
WEIGHT	DESCRIPTION
15	A Dye of blue colour which is made from grinded blue herbs.

DARKGREEN DYESTUFFS

PRICE	FROM
1000	quest item NPC Surprise OBB and OPB
WEIGHT	DESCRIPTION
15	A Dye of orange colour which is made from grinded red herbs and yellow herbs.

LEMON DYESTUFFS

PRICE	FROM
1000	quest item NPC Surprise OBB and OPB
WEIGHT	DESCRIPTION
15	A Dye of yellow colour which is made from grinded yellow herbs.

ORANGE DYESTUFFS

PRICE	FROM
1000	quest item NPC Surprise OBB and OPB
WEIGHT	DESCRIPTION
15	A Dye of orange colour which is made from grinded red herbs and yellow herbs.

SCARLET DYESTUFFS

PRICE	FROM
1000	quest item NPC Surprise OBB and OPB
WEIGHT	DESCRIPTION
15	A Dye of red colour which is made from grinded red herbs.

VIOLET DYESTUFFS

PRICE	FROM
1000	quest item NPC Surprise OBB and OPB
WEIGHT	DESCRIPTION
15	A Dye of purple colour which is made from grinded red and blue herbs.

WHITE DYESTUFFS

PRICE	FROM
1000	quest item NPC Surprise OBB and OPB
WEIGHT	DESCRIPTION
15	A Dye of pale colour which is made from grinded white herbs.

ANVIL

PRICE	FROM
30000	sold in geffen (inside)
WEIGHT	DESCRIPTION
50	A Heavy Iron Block with a smooth Face,Frequently of Steel,on which heated Metals are hammered into Desired Shapes.

EMPERIUM ANVIL

PRICE	FROM
2	Surprise OBB and OPB
WEIGHT	DESCRIPTION
100	An Anvil made out of Emperium. Help to Manufacture the Best Crafts.

GOLDEN ANVIL

PRICE	FROM
300000	sold in geffen (inside)
WEIGHT	DESCRIPTION
90	An Anvil made out of Pure Gold. Help to Manufacture Better Crafts.

ORIDECON ANVIL

PRICE	FROM
120000	sold in geffen (inside)
WEIGHT	DESCRIPTION
70	An Anvil made ouf of Oridecon. Help to Manufacture Good Crafts.

COAL

PRICE	FROM
500	Giearth, Goblin Steam Rider, Golem, Sandman, Skel Worker, Sting
WEIGHT	DESCRIPTION
5	A Black Mineral substance consisting of Carbonized Vegetable matter. Forms Steel after refined with Iron together.

CRYSTAL BLUE

PRICE	FROM
1000	Ambernite, Black Mushroom, C[illegible] Kukre, Marina, Vadon
WEIGHT	DESCRIPTION
5	A Raw Ore shining in Sky-Blue Colour which Deep-Blue Light lies within.It has Rumored to possess the Water Property,forms `Mystic Frozen' the enchanted stone when Refined.

FLAME HEART

PRICE	FROM
3000	Eddga, Marduk
WEIGHT	DESCRIPTION
30	A heart-shaped Stone in Dark Red Colour,enchanted with the Fire property.

GREAT NATURE

PRICE	FROM
3000	Arclouse, Giearth, Sandman, Stalactic Golem, Stem Worm, Sting
WEIGHT	DESCRIPTION
30	A Shoot-Shaped Stone in Lemon Yellow Colour,enchanted with the Earth Property.

GREEN LIVE

PRICE	FROM
1000	Andre, Goblin (Hammer), Hode, Horn, Mandragora, Mantis, Muka, Trijoint, Vitata, Worm Tail
WEIGHT	DESCRIPTION
5	A Raw Ore shining in Bluish Green Colour Which a Brilliant Light lies within.It has Rumored to possess the Earth Property,forms `Great Nature' the enchanted stone when Refined.

IRON

PRICE	FROM
100	Chonchon, Cruiser, Goblin (Axe), Goblin (Dagger), Goblin (Flail), Goblin (Hammer), Goblin (Morning Star), Goblin (Xmas), Goblin Archer, Goblin Steam Rider, Golem, Iron Fist, Orc Lady, Orc Warrior, Skel Worker, Steel Chonchon, Zerom
WEIGHT	DESCRIPTION
5	Ductile,Malleable,Silver-White Metallic Element used in its Impure Carbon-Containing Forms.It is Quite Unyielding but easily Tempered comparing other metallic Elements due to its Very light weight.Common Metal use for Arms and Many other Living Goods.

IRON ORE

PRICE	FROM
5	Ambernite, Andre, Ant Egg, Chonchon, Deniro, Iron Fist, Muka, Piere, Pupa, Skel Worker, Stainer, Steel Chonchon, Thief Bug, Thief Bug (Big), Thief Bug Egg, Zerom
WEIGHT	DESCRIPTION
20	Unrefined Iron. Sell for Zenny or refine with Blacksmith.

MYSTIC FROZEN

PRICE	FROM
3000	Deviace, Hatii, Marc, Marina, Marse, Merman, Obeaune, Stormy Knight, Sword Fish
WEIGHT	DESCRIPTION
30	A Icicled Stone in Light Blue Colour,enchanted with the Water Property.

RED BLOOD

PRICE	FROM
1000	Deniro, Elder Wilow, Kobold (Morning Star), Metaller, Red Mushroom, Scorpion
WEIGHT	DESCRIPTION
5	A Raw Ore which Shines in Vivid Red Colour having a Orange-Yellow Light on the middle . It has Rumored to possess the Fire Proerty,forms `Flame Heart' the enchanted stone when Refined.

ROUGH WIND

PRICE	FROM
3000	Cruiser, Gryphon, Hunter Fly, Mistress, Wind Ghost
WEIGHT	DESCRIPTION
30	A Lightening-Shaped Stone in Pale Green Colour,enchanted with the Wind Property.

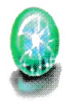
STAR CRUMB

PRICE	FROM
4500	Bathory, Dark Frame, Stalactic Golem
WEIGHT	DESCRIPTION
10	Small Crystallization of a falling Star from the Sky. Use for an Annex Hardening Arms.

STAR DUST

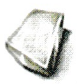
PRICE	FROM
1500	Andre, Bathory, Cookie, Crab, Deniro, Dustiness, Giearth, Hode, Marionette, Piere, Punk, Sandman, Shellfish, Trijoint, Whisper, Whisper Boss
WEIGHT	DESCRIPTION
1	Star Dust which forms Star Crumb after Refined.

GREEN LIVE



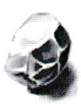
PRICE	FROM
1000	Andre, Goblin (Hammer), Hode, Horn, Mandragora, Mantis, Muka, Trijoint, Vitata, Worm Tail
WEIGHT	**DESCRIPTION**
5	A Raw Ore shining in Bluish Green Colour Which a Brilliant Light lies within.It has Rumored to possess the Earth Property,forms `Great Nature' the enchanted stone when Refined.

IRON



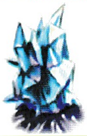
PRICE	FROM
100	Chonchon, Cruiser, Goblin (Axe), Goblin (Dagger), Goblin (Flail), Goblin (Hammer), Goblin (Morning Star), Goblin (Xmas), Goblin Archer, Goblin Steam Rider, Golem, Iron Fist, Orc Lady, Orc Warrior, Skel Worker, Steel Chonchon, Zerom
WEIGHT	**DESCRIPTION**
5	Ductile,Malleable,Silver-White Metallic Element used in its Impure Carbon-Containing Forms.It is Quite Unyielding but easily Tempered comparing other metallic Elements due to its Very light weight.Common Metal use for Arms and Many other Living Goods.

IRON ORE



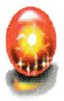
PRICE	FROM
5	Ambernite, Andre, Ant Egg, Chonchon, Deniro, Iron Fist, Muka, Piere, Pupa, Skel Worker, Stainer, Steel Chonchon, Thief Bug, Thief Bug (Big), Thief Bug Egg, Zerom
WEIGHT	**DESCRIPTION**
20	Unrefined Iron. Sell for Zenny or refine with Blacksmith.

MYSTIC FROZEN



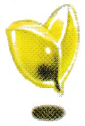
PRICE	FROM
3000	Deviace, Hatii, Marc, Marina, Marse, Merman, Obeaune, Stormy Knight, Sword Fish
WEIGHT	**DESCRIPTION**
30	A Icicled Stone in Light Blue Colour,enchanted with the Water Property.

RED BLOOD



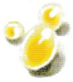
PRICE	FROM
1000	Deniro, Elder Wilow, Kobold (Morning Star), Metaller, Red Mushroom, Scorpion
WEIGHT	**DESCRIPTION**
5	A Raw Ore which Shines in Vivid Red Colour having a Orange-Yellow Light on the middle . It has Rumored to possess the Fire Proerty,forms `Flame Heart' the enchanted stone when Refined.

ROUGH WIND



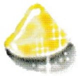
PRICE	FROM
3000	Cruiser, Gryphon, Hunter Fly, Mistress, Wind Ghost
WEIGHT	**DESCRIPTION**
30	A Lightening-Shaped Stone in Pale Green Colour,enchanted with the Wind Property.

STAR CRUMB



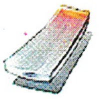
PRICE	FROM
4500	Bathory, Dark Frame, Stalactic Golem
WEIGHT	**DESCRIPTION**
10	Small Crystallization of a falling Star from the Sky. Use for an Annex Hardening Arms.

STAR DUST



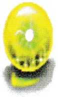
PRICE	FROM
1500	Andre, Bathory, Cookie, Crab, Deniro, Dustiness, Giearth, Hode, Marionette, Piere, Punk, Sandman, Shellfish, Trijoint, Whisper, Whisper Boss
WEIGHT	**DESCRIPTION**
1	Star Dust which forms Star Crumb after Refined.

STEEL



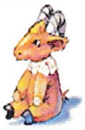
PRICE	FROM
1000	Executioner, Goblin Steam Rider, Golem, High Orc, Hunter Fly, Injustice, Iron Fist, Kobold (Axe), Kobold (Hammer), Kobold (Morning Star), Kobold Archer, Mysteltainn, Orc Hero, Skel Worker, Steel Chonchon, Tirfing, Tower Keeper
WEIGHT	**DESCRIPTION**
10	Refined Irons containing Less Carbon ,possessing Varying qualities of Hardness,Elasticity and Strength.Usually use for High-Quality Arms.

WIND OF VERDURE



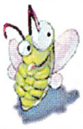
PRICE	FROM
1000	Brilight, Hornet, Piere, Raggler, Stainer, Steel Chonchon
WEIGHT	**DESCRIPTION**
5	A Raw Ore shining in Lemon Yellow Colour which a Pale Green Light lies within.It has Rumored to possess the Wind Property, forms `Rough Wind' the enchanted stone when Refined.

BAPHOMET DOLL



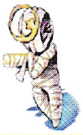
PRICE	FROM
6000	Baphomet
WEIGHT	**DESCRIPTION**
10	A doll made after the image of Baphomet. It is the Masterpiece of a doll making master.

CHONCHON DOLL



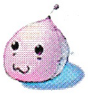
PRICE	FROM
1800	Chonchon, Dragonfly, sold in Prontera Town
WEIGHT	**DESCRIPTION**
10	A cute plush Chonchon doll. Odd people like them. Sell this item for Zenny or give it to someone you like.

OSIRIS DOLL



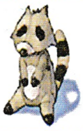
PRICE	FROM
6000	Osiris
WEIGHT	**DESCRIPTION**
10	A doll Made after the Image of Osiris,King of Darkness. It is the Masterpiece of a doll making master.

PORING DOLL



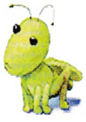
PRICE	FROM
1000	Drops, Poring, sold in Prontera Town
WEIGHT	**DESCRIPTION**
10	A plush doll that looks just like a Poring! Everybody wants one. Sell this item for Zenny or give it to someone you like.

RACCOON DOLL



PRICE	FROM
7000	Smokie
WEIGHT	**DESCRIPTION**
10	A doll made after the image of Smokie the Raccoon.Sometimes it shapeshifts with Raccoon leaf. Unexpectedly Favored by Young Guys.

ROCKER DOLL



PRICE	FROM
4000	Rocker, Vocal
WEIGHT	**DESCRIPTION**
10	A doll made after the image of Rocker the grasshopper. It Loves playing violin in fields.Harvesting farmers hate it because of the dissonant sounds they make.On the other hand,it is pretty Popular due to its Meek and Dumb appearance.

SPORE DOLL

PRICE	FROM
5000	Spore
WEIGHT	**DESCRIPTION**
10	A doll made after the image of a Spore, a mushroom-like monster.

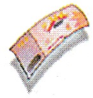
YOYO DOLL

PRICE	FROM
7000	Yoyo
WEIGHT	**DESCRIPTION**
10	A doll made after the image of Yoyo the monkey.They live in groups in deep forrest.Very smart and very familiar with humans.High-Favored by Ladies and Girls.

CARGO FREE TICKET

PRICE	FROM
1	NOT IMPLIMENTED
WEIGHT	**DESCRIPTION**
1	Ticket that enables to use Kafra Storage for free at a time.Ticket that enables to use Kafra Storage for free at a time.

CART FREE TICKET

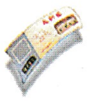


PRICE	FROM
1	NOT IMPLIMENTED
WEIGHT	**DESCRIPTION**
1	Ticket that enables to rent a cart for free.

WARP FREE TICKET

PRICE	FROM
1	NOT IMPLIMENTED
WEIGHT	**DESCRIPTION**
1	Ticket that enables to use Kafra transportation for free at a time.

KAFRA PASS



PRICE	FROM
2	Aldebaran (inside)
WEIGHT	**DESCRIPTION**
2	A passport which allows its owner to use Every Service of Kafra Wearhouse. 'This Ticket admits One use Only ' the message noted on it.

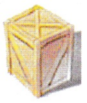
KEY OF CLOCKTOWER

PRICE	FROM
100	Alarm, Clock, Tower Keeper
WEIGHT	**DESCRIPTION**
3	Mysterious key which can open a Clock Tower.

KEY OF UNDERGROUND

PRICE	FROM
100	Clock, Tower Keeper
WEIGHT	**DESCRIPTION**
3	Key which can open the undeground door of Clock Tower.

DEL BOX



PRICE	FROM
2	from merchant quest
WEIGHT	**DESCRIPTION**
1	A Wooden Box for the Delivery, 'Fragile' the Warning noted on it.

DEL BOX

PRICE	FROM
2	from merchant quest
WEIGHT	**DESCRIPTION**
1	A Wooden Box for the Delivery, 'Fragile' the Warning noted on it.

DEL BOX

PRICE	FROM
2	from merchant quest
WEIGHT	**DESCRIPTION**
1	A Wooden Box for the Delivery, 'Fragile' the Warning noted on it.

DEL MESSAGE

PRICE	FROM
2	from merchant quest
WEIGHT	**DESCRIPTION**
1	A Message of Mahnsoo,the Chief of the Merchant Guild.

MORROC SOLUTION

PRICE	FROM
2	NPC at Morocc
WEIGHT	**DESCRIPTION**
1	A Cylinder bottling the Morroc Aqueous Solution.

PAYON SOLUTION

PRICE	FROM
2	NPC at Payon
WEIGHT	**DESCRIPTION**
1	A Cylinder bottling the Payon Aqueous Solution.

ORANGE GOOEY MUSHROOM

PRICE	FROM
2	Thief Mushroom
WEIGHT	**DESCRIPTION**
1	Sticky and Smelly Mushrooms containing Poisonous ingredients. Commonly used in Medicinal Purpose.

ORANGE NET MUSHROOM

PRICE	FROM
2	Thief Mushroom
WEIGHT	**DESCRIPTION**
1	Sticky and Smelly Mushrooms containing Poisonous ingredients. Commonly used in Medicinal Purpose.

NKNOWN TESTTUBE

PRICE	FROM
2	from mage quest
WEIGHT	**DESCRIPTION**
1	A Cylinder bottling unidetified Fluid within.

VOUCHER

PRICE	FROM
2	from merchant quest
WEIGHT	**DESCRIPTION**
1	A Voucher of the delivery,"2******" the Serial numders noted on it.

1 CARAT DIAMOND

PRICE	FROM
10000	Maya, Phreeoni, sold in Morroc Town
WEIGHT	**DESCRIPTION**
10	A Small-sized Gemstone of Bright and Transparent Colour. Usually Purchased at a Reasonable Price.

2 CARAT DIAMOND

PRICE	FROM
25000	Surprise OBB and OPB
WEIGHT	**DESCRIPTION**
10	A Medium-sized Gemstone of Bright and Transparent Colour. Usually Purchased at a little bit Expensive Price.

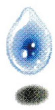
3 CARAT DIAMOND

PRICE	FROM
55000	Isis,Mystcase,Wraith
WEIGHT	**DESCRIPTION**
10	A Over-sized Gemstone of Bright and Transparent Colour.Usually Purchased at Very Expensive Price.

AMETHYST

PRICE	FROM
5000	Argiope, Cruiser, Dragonfly, Drake. Megalodon, Penomena, Sting
WEIGHT	**DESCRIPTION**
10	A Jewel of Violet Colour which Symbolises February as a Birthstone.

AQUAMARINE



PRICE	FROM
5000	Marc, Marin, Marine Sphere, Marse. Merman, Obeaune, Phen, Stormy Knight
WEIGHT	**DESCRIPTION**
10	A Jewel of transparent Sky-Blue colour which Symbolises March as a Birthstone.

CRACKED DIAMOND

PRICE	FROM
10	Isis
WEIGHT	**DESCRIPTION**
10	A Damaged Diamond. Usually Purchased as a Cheap Price.

NKNOWN TESTTUBE

PRICE	FROM
2	from mage quest
WEIGHT	**DESCRIPTION**
1	A Cylinder bottling unidetified Fluid within.

VOUCHER

PRICE	FROM
2	from merchant quest
WEIGHT	**DESCRIPTION**
1	A Voucher of the delivery,"2******" the Serial numders noted on it.

1 CARAT DIAMOND

PRICE	FROM
10000	Maya, Phreeoni, sold in Morroc Town
WEIGHT	**DESCRIPTION**
10	A Small-sized Gemstone of Bright and Transparent Colour. Usually Purchased at a Reasonable Price.

2 CARAT DIAMOND

PRICE	FROM
25000	Surprise OBB and OPB
WEIGHT	**DESCRIPTION**
10	A Medium-sized Gemstone of Bright and Transparent Colour. Usually Purchased at a little bit Expensive Price.

3 CARAT DIAMOND

PRICE	FROM
55000	Isis,Mystcase,Wraith
WEIGHT	**DESCRIPTION**
10	A Over-sized Gemstone of Bright and Transparent Colour.Usually Purchased at Very Expensive Price.

AMETHYST

PRICE	FROM
5000	Argiope, Cruiser, Dragonfly, Drake, Megalodon, Penomena, Sting
WEIGHT	**DESCRIPTION**
10	A Jewel of Violet Colour which Symbolises February as a Birthstone.

AQUAMARINE

PRICE	FROM
5000	Marc, Marin, Marine Sphere, Marse, Merman, Obeaune, Phen, Stormy Knight
WEIGHT	**DESCRIPTION**
10	A Jewel of transparent Sky-Blue colour which Symbolises March as a Birthstone.

CRACKED DIAMOND

PRICE	FROM
10	Isis
WEIGHT	**DESCRIPTION**
10	A Damaged Diamond. Usually Purchased as a Cheap Price.

CURSED RUBY

PRICE	FROM
500	Doppleganger, Zombie
WEIGHT	**DESCRIPTION**
10	A Ruby which Mysterious Power lies within.

EMERALD

PRICE	FROM
5000	Fabre, Frilldora, Mantis, Roda Frog, Vocal, Worm Tail
WEIGHT	**DESCRIPTION**
10	A Jewel of Brilliant Green Colour which Symbolises May as a Birthstone.

GARNET

PRICE	FROM
5000	Surprise OBB and OPB
WEIGHT	**DESCRIPTION**
10	A Dark Red Jewel that is January's Birthstone. Sell this item to get more Zenny.

OPAL

PRICE	FROM
5000	Eclipse, Sasquatch, Zombie
WEIGHT	**DESCRIPTION**
10	A Gemstone of Rich Iridescence Colour which Symbolises October as a Birthstone.

PEARL

PRICE	FROM
5000	Cookie (Xmas), Mastering, Mistress, Mystcase, Rideword
WEIGHT	**DESCRIPTION**
10	A Jewel of Pink Colour which Symbolises June as a Birthstone.

RUBY

PRICE	FROM
5000	Morroc Town
WEIGHT	**DESCRIPTION**
10	A Jewel of Cardinal Colour which Symbolises July as a Birthstone.

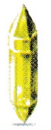
SARDONXY

PRICE	FROM
5000	Drainliar, Orc Hero, Thara Frog, Vagabond Wolf
WEIGHT	**DESCRIPTION**
10	An Onyx with Alternating Brown and White Bands of Sard. Symbolise August as a Birthstone.

SAPPHIRE

PRICE	FROM
5000	Cramp, sold in Morroc Town
WEIGHT	**DESCRIPTION**
10	A Gemstone of Dark Blue which Symbolises September as a Birthstone.

TOPAZ



PRICE	FROM
5000	Moonlight Flower, Sandman, Vagabond Wolf, sold in Morroc
WEIGHT	DESCRIPTION
10	A Gemstone of Golden Colour which Symbolises November as a Birthstone.

ZIRCON

PRICE	FROM
5000	Green Thief Bug, Poporing, Smokie, Toad, sold in morroc Town
WEIGHT	DESCRIPTION
10	A Gemstone of Brilliant Blueish White Colour which Symbolises December as a Birthstone.

FROZEN ROSE

PRICE	FROM
35000	Surprise OBB and OPB
WEIGHT	DESCRIPTION
1	

BLACK LADLE

PRICE	FROM
500	Magnolia, Thief Bug Egg, sold in prontera town
WEIGHT	DESCRIPTION
5	Black coloured ladle,made out of a strong and glowing special material.

BOUQUET

PRICE	FROM
2000	Goblin Steam Rider, sold in Prontera, Prontera (inside) and Lutie
WEIGHT	DESCRIPTION
5	Bunch of Flowers, used for sending love and thanks. Women love flowers.

CHINA

PRICE	FROM
1000	PecoPeco's Egg, sold in Prontera and Lutie(inside)
WEIGHT	DESCRIPTION
30	White and clean platter made by chinese masters.Nice present for ladies.

CHUNG JAH

PRICE	FROM
5000	Wraith,sold in Prontera Town
WEIGHT	DESCRIPTION
50	An ancient Korean Polcelain.Mysteric shiny ceramic in a comforting blue colour,made by korean masters.

CRYSTAL MIRROR

PRICE	FROM
3000	Sold in Morocc
WEIGHT	DESCRIPTION
5	Mirror made out of polished crystal.It looks gorgeous and is essential for woman's make-up.

GLASS BEAD

PRICE	FROM
1500	Cramp, Eclipse, Ninetail, Toad, sold in Lutie (inside and Prontera)
WEIGHT	DESCRIPTION
5	Small glass bead.Toy for little boys.

PENCIL CASE

PRICE	FROM
300	Surprise OBB and OPB
WEIGHT	DESCRIPTION
10	Case to keep pencils.Good present for students.

RED FRAME

PRICE	FROM
3000	Dark Frame, sold in Prontera Town
WEIGHT	DESCRIPTION
20	Frame in Red. Nice present.

WEDDING BOUQUET

PRICE	FROM
10000	Prontera (inside)
WEIGHT	DESCRIPTION
5	Small flower bunch used by brides for their weddings.The girl who catches it will marry next.

WITHERLESS ROSE

PRICE	FROM
50000	Flora, Obeaune, Wild Rose,SOLD IN Lutie (inside and Morocc)
WEIGHT	DESCRIPTION
1	Rose made witherless by magic,it's quite expensive because it's rare. It symbolises neverending love.

ACORN

PRICE	FROM
98	Coco
WEIGHT	DESCRIPTION
1	Fruit of an Oak, consisting of a single-seeded, Thick-walled Nut set in a Woody, Cuplike base.

ADMISSION FOR DUEL

PRICE	FROM
0	??
WEIGHT	DESCRIPTION
0	Addmission Ticket for an Affair of Honor

AIR STREAM

PRICE	FROM
1	Treasure Box
WEIGHT	DESCRIPTION
50	Item made by a craftsman who sensed air drifting in silence.

LICE'S APRON

PRICE	FROM
100	Alice
WEIGHT	DESCRIPTION
1	Alice's apron.

LOE

PRICE	FROM
2	Flora, Green Plant
WEIGHT	DESCRIPTION
1	A rare plant with curative properties.Only grows at a special time of the year.Aloe thrives deep in the forest.

NCIENT LIPS

PRICE	FROM
1000	Deviace, Merman
WEIGHT	DESCRIPTION
1	Cut Mouth of an Giant Fish living under the Deep Sea.

NCIENT TOOTH

PRICE	FROM
548	Deviace
WEIGHT	DESCRIPTION
1	A Sharpened,Spiky Tooth of an Giant Fish living under the Deep Sea.

NGER OF VALKURYE

PRICE	FROM
1	Treasure Box
WEIGHT	DESCRIPTION
50	Sculpture of valkyries,the female warriors in norse mythology.

NIMAL GORE

PRICE	FROM
2	Pest, Savage
WEIGHT	DESCRIPTION
10	Fresh blood of a slain animal,gathered in a bottle.Usually Used to attract some animals.

NIMAL POOP

PRICE	FROM
100	??
WEIGHT	DESCRIPTION
5	Excrements of animals or pets.

NIMAL SKIN

PRICE	FROM
36	Bigfoot, Caramel, Coco, Desert Wolf, Desert Wolf (Puppy), Matyr, Ninetail, Savage Babe, Smokie, Tarou, Vagabond Wolf, Wolf, Yoyo, sold in Geffen (inside)
WEIGHT	DESCRIPTION
1	Raw, untanned leather used for bedding or clothing. Sell this item to get more Zenny.

ALICE'S APRON

PRICE	FROM
100	Alice
WEIGHT	**DESCRIPTION**
1	Alice's apron.

ALOE

PRICE	FROM
2	Flora, Green Plant
WEIGHT	**DESCRIPTION**
1	A rare plant with curative properties.Only grows at a special time of the year.Aloe thrives deep in the forest.

ANCIENT LIPS

PRICE	FROM
1000	Deviace, Merman
WEIGHT	**DESCRIPTION**
1	Cut Mouth of an Giant Fish living under the Deep Sea.

ANCIENT TOOTH

PRICE	FROM
548	Deviace
WEIGHT	**DESCRIPTION**
1	A Sharpened,Spiky Tooth of an Giant Fish living under the Deep Sea.

ANGER OF VALKURYE

PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	Sculpture of valkyries,the female warriors in norse mythology.

ANIMAL GORE

PRICE	FROM
2	Pest, Savage
WEIGHT	**DESCRIPTION**
10	Fresh blood of a slain animal,gathered in a bottle.Usually Used to attract some animals.

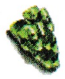
ANIMAL POOP

PRICE	FROM
100	??
WEIGHT	**DESCRIPTION**
5	Excrements of animals or pets.

ANIMAL SKIN

PRICE	FROM
36	Bigfoot, Caramel, Coco, Desert Wolf, Desert Wolf (Puppy), Matyr, Ninetail, Savage Babe, Smokie, Tarou, Vagabond Wolf, Wolf, Yoyo, sold in Geffen (inside)
WEIGHT	**DESCRIPTION**
1	Raw, untanned leather used for bedding or clothing. Sell this item to get more Zenny.

ANOLIAN SKIN

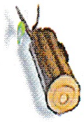


PRICE	FROM
928	Alligator, Anolian
WEIGHT	**DESCRIPTION**
1	Cut Sticky Skin from Anolian the Lizardman.

ANT JAW

PRICE	FROM
232	Phreeoni
WEIGHT	**DESCRIPTION**
1	A Sharpened,Hard Jaw Bone of Bug.

BARREN TRUNK



PRICE	FROM
2	Wilow
WEIGHT	**DESCRIPTION**
1	The main woody axis of a tree. Sell for Zenny or use to complete the Archer quest.

BEAR'S FOOTSKIN

PRICE	FROM
184	Bigfoot, Sasquatch
WEIGHT	**DESCRIPTION**
1	Lazy Bear's foot.It is rumored to have a very special taste and good for man's vim and vigor.

BEARD OF WOMEN

PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	Weird facial hair cut from women.Probably it owner could be a male-like female.

BEE STING

PRICE	FROM
32	Hornet
WEIGHT	**DESCRIPTION**
1	Long and sharp sting of Hornet the bee-shaped monster. Used for making arms.

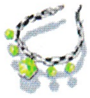
BILL OF BIRDS

PRICE	FROM
64	Pecopeco, sold in Morocc Town
WEIGHT	**DESCRIPTION**
1	Cut flying animal's Bill.

BLACK HAIR

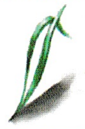
PRICE	FROM
292	Sohee
WEIGHT	**DESCRIPTION**
1	Cut Hair from a Virgin which Stirless a man's Imagination.

SILVER FANCY



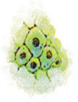
PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	Ornaments out of silver,can be used in many decorations.

SINGING PLANT



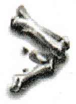
PRICE	FROM
2	Metaller, Yellow Plant
WEIGHT	**DESCRIPTION**
1	A mysterious plant which sings melancholy songs during full moon.Legends tell Woman who had been grieved over the loss of her beloved person was born again as singing plant.

SINGLE CELL



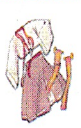
PRICE	FROM
46	Aster, Marina, Plankton
WEIGHT	**DESCRIPTION**
1	Smallest Structural unit of an organism.

SKEL-BONE



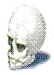
PRICE	FROM
232	Archer Skeleton, Khalitzburg, Megalodon, Orc Skeleton, Pirate Skeleton, Skeleton, Soldier Skeleton, Wind Ghost
WEIGHT	**DESCRIPTION**
1	Bone of an immortal skeleton.

SKIRT OF VIRGIN



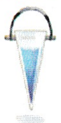
PRICE	FROM
1700	Sohee
WEIGHT	**DESCRIPTION**
1	Korean Traditional Skirt Usually worn by unmarried Women.

SKULL



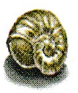
PRICE	FROM
1294	Alarm, Dark Lord, Wanderer, Wind Ghost
WEIGHT	**DESCRIPTION**
1	Skull of the deceased.

SLILINCE WAVE



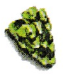
PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	A bottle holding a image of sea waves in a sunny day.

SNAIL'S SHELL



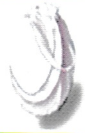
PRICE	FROM
64	Ambernite
WEIGHT	**DESCRIPTION**
1	Snail shaped hard shell.

SNAKE SČALE



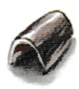
PRICE	FROM
82	Anacondaq, Boa, Sidewinder
WEIGHT	**DESCRIPTION**
1	Peeled snake scale. Use for making some clothing articles.

SOFT FEATHER



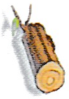
PRICE	FROM
280	Owl Duke & Owl Baron
WEIGHT	**DESCRIPTION**
1	Feather like a quilt in the early morning of winter.

SOLID SHELL



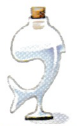
PRICE	FROM
448	Ambernite, Anolian, Arclouse, Cornutus, Horn, Hunter Fly, Mantis, Scorpion, Stainer, Steel Chonchon, Trijoint, Vadon
WEIGHT	**DESCRIPTION**
1	Cut Monster's hard shall.

SOLID TRUNK



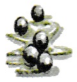
PRICE	FROM
2	Wilow
WEIGHT	**DESCRIPTION**
1	The main woody axis of a tree. Sell for Zenny or use to complete the Archer quest.

SOUL OF FISH



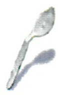
PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	A bottle holding spirit of fish within.It looks very beautiful in transparent blue colour.

SPAWN



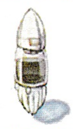
PRICE	FROM
148	Roda Frog, Thara Frog
WEIGHT	**DESCRIPTION**
1	A bunch of Frog eggs. Sell this item to gain more Zenny.

SPOON STUB



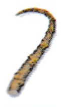
PRICE	FROM
2500	Skel Prisoner, Zombie Prisoner
WEIGHT	**DESCRIPTION**
2	Spoon extremely scratched, seems to be used to make a jailbreak hole by a prisoner..

SQUID INK



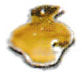
PRICE	FROM
264	Marse
WEIGHT	**DESCRIPTION**
1	Bottled Fluid of Black Colour from Mars the Squid.

STEM



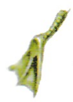
PRICE	FROM
4582	Blue Plant,Flora, Green Plant, Mandregora, Red Plant, White Plant,Yellow Plant
WEIGHT	**DESCRIPTION**
1	The thin body of a plant, Sometimes used inmedicine. Sell this item to gain more Zeny

STICKY MUCUS



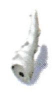
PRICE	FROM
70	Andre, Anolian, Ant Egg, Arclouse, Aster, Deniro, Drops, Hode, Hydra, Marin, Marina, Orc Zombie, Penomena, Piere, Plankton, Poporing, Poring, Pupa, Thief Bug Egg, Zenorc, Zombie
WEIGHT	**DESCRIPTION**
1	A Mysterious sticky liquid. Sell this item to get more Zenny.

STICKY WEBFOOT



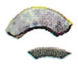
PRICE	FROM
20	Roda Frog, Thara Frog
WEIGHT	**DESCRIPTION**
1	A webbed hind foot. Sell this item to get more Zenny.

STIFF HORN



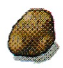
PRICE	FROM
636	Filamentons
WEIGHT	**DESCRIPTION**
1	Firm Horn.

STINKY SCALE



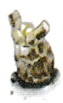
PRICE	FROM
168	Megalodon
WEIGHT	**DESCRIPTION**
1	Hard spoiled and smelly scale.

STONE



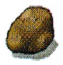
PRICE	FROM
0	Crab, Megalith, Shellfish
WEIGHT	**DESCRIPTION**
3	Just a simple stone which can be seen everywhere.

STONE HEART



PRICE	FROM
184	Golem, Horong
WEIGHT	**DESCRIPTION**
1	Basic of Stone Doll's power stone. it include incantation.

STONE PIECE



PRICE	FROM
1	??
WEIGHT	**DESCRIPTION**
1	A piece of rock in beautiful patterns.

ewinder

making some
s.

Baron

rly morning of

use, Cornutus,
s, Scorpion,
rijoint, Vadon

l shall.

tree. Sell for
e the Archer

k

fish within.It
nsparent blue

a Frog

ell this item to
ny.

e Prisoner

ed, seems to be
ak hole by a

lour from Mars

STEM

PRICE	FROM
4582	Blue Plant,Flora, Green Plant, Mandregora, Red Plant, White Plant,Yellow Plant
WEIGHT	**DESCRIPTION**
1	The thin body of a plant, Sometimes used inmedicine. Sell this item to gain more Zeny

STICKY MUCUS

PRICE	FROM
70	Andre, Anolian, Ant Egg, Arclouse, Aster, Deniro, Drops, Hode, Hydra, Marin, Marina, Orc Zombie, Penomena, Piere, Plankton, Poporing, Poring, Pupa, Thief Bug Egg, Zenorc, Zombie
WEIGHT	**DESCRIPTION**
1	A Mysterious sticky liquid. Sell this item to get more Zenny.

STICKY WEBFOOT

PRICE	FROM
20	Roda Frog, Thara Frog
WEIGHT	**DESCRIPTION**
1	A webbed hind foot. Sell this item to get more Zenny.

STIFF HORN

PRICE	FROM
636	Filamentons
WEIGHT	**DESCRIPTION**
1	Firm Horn.

STINKY SCALE

PRICE	FROM
168	Megalodon
WEIGHT	**DESCRIPTION**
1	Hard spoiled and smelly scale.

STONE

PRICE	FROM
0	Crab, Megalith, Shellfish
WEIGHT	**DESCRIPTION**
3	Just a simple stone which can be seen everywhere.

STONE HEART

PRICE	FROM
184	Golem, Horong
WEIGHT	**DESCRIPTION**
1	Basic of Stone Doll's power stone. it include incantation.

STONE PIECE

PRICE	FROM
1	??
WEIGHT	**DESCRIPTION**
1	A piece of rock in beautiful patterns.

SYMBOL OF SUN

PRICE	FROM
1	guild tressure box
WEIGHT	**DESCRIPTION**
50	A bead that symbolises the sun god, shining in golden colour.

TAIL OF STEEL SCORPION

PRICE	FROM
548	Iron, Fist
WEIGHT	**DESCRIPTION**
1	Cut tail from a Steel Scorpion.

TALON

PRICE	FROM
20	Condor
WEIGHT	**DESCRIPTION**
1	A piece of a flying animal's Talons. Sell this item to get more Zenny.

TALON OF GRIFFON

PRICE	FROM
100	??
WEIGHT	**DESCRIPTION**
1	Sharp talon of Griffon.

TATTERS CLOTHES

PRICE	FROM
640	Owlduke, Owlbaron, & Zombie Master
WEIGHT	**DESCRIPTION**
1	Worn-out clothings,some people like to buy.

TENDON

PRICE	FROM
220	Marine Sphere
WEIGHT	**DESCRIPTION**
1	A Bunch of Human Tendon which are Very Tough and Strong.

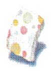
TENDON OF BEAR

PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	A bunch of sinews cut from bears.

TENTACLE

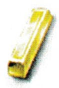
PRICE	FROM
70	Hydra, Marse, Penomena
WEIGHT	**DESCRIPTION**
1	A long snakelike bonless limb on certain creatures,used for moving,seizing,touching etc.

GLITTER SHELL



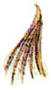
PRICE	FROM
528	Brilight
WEIGHT	DESCRIPTION
1	Shell shining in Various colours.

GOLD



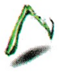
PRICE	FROM
10000	Dokebi, Golden Thief Bug
WEIGHT	DESCRIPTION
20	A valuable soft yellow metal used for making coins, jewelry.

GOLDEN HAIR



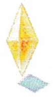
PRICE	FROM
430	Marionette
WEIGHT	DESCRIPTION
1	Cut Human Hairs Shining with Beautiful Golden Colour.

GRASSHOPPER'S LEG



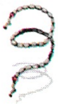
PRICE	FROM
36	Metaller, Rocker, Vocal
WEIGHT	DESCRIPTION
1	A piece of a Rocker's hind leg. Sell this item to get more Zenny.

GRIT



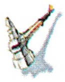
PRICE	FROM
306	Sandman, Shellfish
WEIGHT	DESCRIPTION
1	A Square Grain of Sand sparkling Brightly.

GULLRAIFNIR



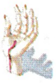
PRICE	FROM
1	Treasure Box
WEIGHT	DESCRIPTION
50	Iron chain made out of Tread of Cat,Woman's Moustache,Root of Stone,Spirit of Fish,Sputum of Bird and Sinew of Bear.

HAMER OF BLACKSMITH



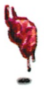
PRICE	FROM
2	Dokebi, Minorous, Blacksmith job quest
WEIGHT	DESCRIPTION
80	A Hammer for Blacksmith Class,use for Refining.

HAND OF GOD



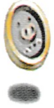
PRICE	FROM
2	Dark Priest, Deviruchi, Osiris
WEIGHT	DESCRIPTION
2	A Figure of Human hand,meaning Religious Ferver.

HEART OF MERMAID



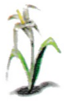
PRICE	FROM
264	Obeaune
WEIGHT	DESCRIPTION
1	Pumping Heart of a Mer[illegible]

HEROIC EMBLEM



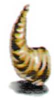
PRICE	FROM
3000	Orc Hero, Orc Lord
WEIGHT	DESCRIPTION
1	Orc Warrier's Token to show their [illegible] courage. It doesn't have any Special [illegible] but is a Emblem of GOD for the [illegible]

HINALLE



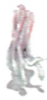
PRICE	FROM
2	Rocker, White Plant
WEIGHT	DESCRIPTION
1	A common plant with mild [illegible] properties.While scentless,the [illegible] give feelings of great pleas[illegible]

HORN



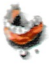
PRICE	FROM
106	Horn
WEIGHT	DESCRIPTION
1	Hard and sharp monster's horn.

HORRENDOUS HAIR



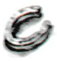
PRICE	FROM
800	Chimera
WEIGHT	DESCRIPTION
1	Snakelike Hair of Medusa.

HORRENDOUS MOUTH



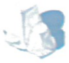
PRICE	FROM
390	Ghoul, Requiem, Zombie
WEIGHT	DESCRIPTION
1	Cut mouth from the dead.

HORSESHOE



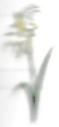
PRICE	FROM
588	Nightmare
WEIGHT	DESCRIPTION
1	U-shaped band of iron fitted and [illegible] the rim of a horse's hoof to prot[illegible]

ICE PIECE



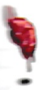
PRICE	FROM
1	??
WEIGHT	DESCRIPTION
1	A Wonderous lump of ice which is [illegible] melt down even in hot weather.

ION FLOWER



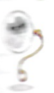
PRICE	FROM
2	Shining Plant
WEIGHT	DESCRIPTION
1	A flower rarely seen by the human eye.It blooms deep in the forest,and supposedly shines brilliantly during the night.Also it has Rumored to lead the people toward Heaven with the Light.

RTAL HEART



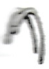
PRICE	FROM
374	Verit
WEIGHT	DESCRIPTION
1	Pumping heart with immortal power.

ATION OF TEMPEST



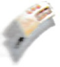
PRICE	FROM
1	??
WEIGHT	DESCRIPTION
50	A bottle which seems to warn a Strong windstorm near.

CT FEELER



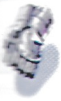
PRICE	FROM
114	Dustiness, Green Thief Bug, Kukre, Thief Bug (Big)
WEIGHT	DESCRIPTION
1	Cut bug's feeler.

TE FOR DUEL



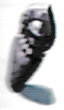
PRICE	FROM
0	??
WEIGHT	DESCRIPTION
0	Invite for an affair of honor.

GLOVE



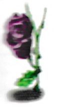
PRICE	FROM
1	Treasure Box
WEIGHT	DESCRIPTION
50	Guntlet of out steel, which has rumored to be used by Thor the god of thunder for hammering Mjollnir.Very strong and useful but impossible to wear.

MAIDEN



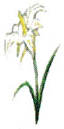
PRICE	FROM
1	Treasure Box
WEIGHT	DESCRIPTION
50	Instrument of torture,especially used to torture women in an ancient age. You could hear their scream in fear.

DOR



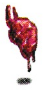
PRICE	FROM
2	Treasure Box
WEIGHT	DESCRIPTION
1	If this plant is grinned well and eaten,it can cause hallucinations.It's highly addictive.Because of the evil influences it exerts,owning and growing it is prohibited.

ILLUSION FLOWER



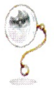
PRICE	FROM
2	Shining Plant
WEIGHT	**DESCRIPTION**
1	A flower rarely seen by the human eye.It blooms deep in the forest,and supposedly shines brilliantly during the night.Also it has Rumored to lead the people toward Heaven with the Light.

IMMORTAL HEART



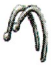
PRICE	FROM
374	Verit
WEIGHT	**DESCRIPTION**
1	Pumping heart with immortal power.

INDICATION OF TEMPEST



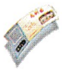
PRICE	FROM
1	??
WEIGHT	**DESCRIPTION**
50	A bottle which seems to warn a Strong windstorm near.

INSECT FEELER



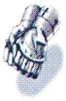
PRICE	FROM
114	Dustiness, Green Thief Bug, Kukre, Thief Bug (Big)
WEIGHT	**DESCRIPTION**
1	Cut bug's feeler.

INVITE FOR DUEL



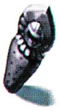
PRICE	FROM
0	??
WEIGHT	**DESCRIPTION**
0	Invite for an affair of honor.

IRON GLOVE



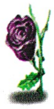
PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	Guntlet of out steel, which has rumored to be used by Thor the god of thunder for hammering Mjollnir.Very strong and useful but impossible to wear.

IRON MAIDEN



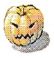
PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	Instrument of torture,especially used to torture women in an ancient age. You could hear their scream in fear.

IZIDOR



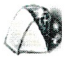
PRICE	FROM
2	Treasure Box
WEIGHT	**DESCRIPTION**
1	If this plant is grinned well and eaten,it can cause hallucinations.It's highly addictive.Because of the evil influences it exerts,owning and growing it is prohibited.

JACK O' PUMPKIN



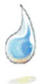
PRICE	FROM
374	Jakk
WEIGHT	**DESCRIPTION**
1	A Pumkin Scarved Spooky Face on it.

JELLOPY



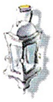
PRICE	FROM
6	Ant Egg, Chonchon, Drops, Hornet, Poring, Rocker, Skeleton, Thief Bug
WEIGHT	**DESCRIPTION**
1	A small white crystallization created by some Monsters. Sell this item to gain more Zenny.

JEWEL OF PRAYER



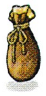
PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	Clear and bright gemstone whch has rumored it's made from tears of Freija,the goddes of beauty.Makes feel charmed even a glace.

LANTERN



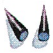
PRICE	FROM
250	Skel Worker
WEIGHT	**DESCRIPTION**
1	A portable Case for holding and protecting a Light During Night Hour.

LEATHER BAG OF INFINITY



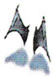
PRICE	FROM
100	Treasure Box
WEIGHT	**DESCRIPTION**
1	A mysterious bag made out of fine leather, which doesn't have a limit of things it can carry within.

LITTLE EVIL HORN



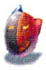
PRICE	FROM
528	Deviruchi
WEIGHT	**DESCRIPTION**
1	Horns of the Little Demon.

LITTLE EVIL WING



PRICE	FROM
2000	Deviruchi, Gargoyle
WEIGHT	**DESCRIPTION**
1	Wings of the little Demon Similar as Bat's Ones.

LOKI'S WHISPERS



PRICE	FROM
20	Mysteltainn
WEIGHT	**DESCRIPTION**
1	Sweet Whispers of Loki the arrogant God. Be careful with Loki,you could be the victim of his oratorical skill as well.

BLADE LOST IN DARKNESS

PRICE	FROM
12000	Abysmal Knight
WEIGHT	**DESCRIPTION**
4	Blade of darkness which the light moves its way from.It is only a blade without hilt but still sharp enough to cut.

BLOODY EDGE

PRICE	FROM
10000	Executioner
WEIGHT	**DESCRIPTION**
4	Edge in flesh blood,blood stains on it won't be cleansed any more.

BLUE HAIR

PRICE	FROM
342	Kobold (Axe), Kobold (Hammer), Kobold (Morning Star), Kobold Archer
WEIGHT	**DESCRIPTION**
1	Cut hairs from the Cobold,feeling Soft despite of its Rough Looking.

BOOKCLIP IN MEMORY

PRICE	FROM
3000	Ride Word
WEIGHT	**DESCRIPTION**
2	Fallen Leaf hidden between pages of book.It might be a memento of someone's good memory…

BREATH OF SOUL

PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	Respiration coming out of spirit.

BRIGAN

PRICE	FROM
800	Bloody Knight, Carat, Chimera, Dark Frame, Greatest General, Gryphon, Injustice, Mutant Dragonoid, Pest, Raggler, Raydric Archer, Reydric, Stalactic Golem, Tower Keeper
WEIGHT	**DESCRIPTION**
1	A rare mineral of red colour.

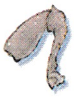
BROKEN ARMOR PIECE

PRICE	FROM
900	Assaulter
WEIGHT	**DESCRIPTION**
1	Destroyed armor parts,that nobody wants to wear any more.Perhaps junkmen like them.

BROKEN SHELL

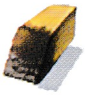
PRICE	FROM
450	Freezer, Heater, Permiter, Sea otter, Soldier.
WEIGHT	**DESCRIPTION**
1	Damaged turtle shell,used for astrology back in the old ages of asia.

BUG LEG



PRICE	FROM
430	Argiope, Argos
WEIGHT	**DESCRIPTION**
1	Cut Hind leg of Bug.

BURN TREE



PRICE	FROM
500	Heater
WEIGHT	**DESCRIPTION**
1	Wooden block which seems [illegible]

CACTUS NEEDLE

PRICE	FROM
82	Muka
WEIGHT	**DESCRIPTION**
1	Cut very sharp needle from [illegible] Cactus.

CART PARTS

PRICE	FROM
100	Treasure Box
WEIGHT	**DESCRIPTION**
1	Cart parts.

CHIVALRY EMBLEM

PRICE	FROM
2	Khalitzburg, Reydric
WEIGHT	**DESCRIPTION**
10	Knight's Token to show the [illegible] of Qualities for the Lord.

CHRYSALIS

PRICE	FROM
8	Pupa, Thief Bug Egg
WEIGHT	**DESCRIPTION**
1	A piece of peeled off larva skin. Sell this item to gain more Zenny.

CLAM SHELL

PRICE	FROM
2	Shellfish
WEIGHT	**DESCRIPTION**
1	A hard shell of a dead clam [illegible] for making living goods as a [illegible] a curtain.

CLAW OF DESERT WOLF

PRICE	FROM
208	Desert Wolf
WEIGHT	**DESCRIPTION**
1	Cut claw of a wolf living in the Desert

CLAW OF MONKEY

PRICE	FROM
466	Choco
WEIGHT	**DESCRIPTION**
1	Cut sharpened claw from a monkey.

CLAW OF RAT

PRICE	FROM
748	Cramp
WEIGHT	**DESCRIPTION**
1	Cut Toenail from a Big rat which carries enormous bacteria with.

CLOVER

PRICE	FROM
10	Fabre, Lunatic
WEIGHT	**DESCRIPTION**
1	A plant with three heart shaped leaves.Blooms white flowers between June and July. Sell this item for Zenny.

COBWEB

PRICE	FROM
184	Argos
WEIGHT	**DESCRIPTION**
1	Web spun by a spider to catch its Prey.in pretty Strong Cohesion.

CONCH

PRICE	FROM
158	Cornutus
WEIGHT	**DESCRIPTION**
1	Any marine gastropod mollusk of the family Strombidae,having a thick pointed spiral shell with a qide outer lip.

CORAL REEF

PRICE	FROM
772	Aster, Penomena
WEIGHT	**DESCRIPTION**
1	Marine Plant living under the deep sea.

COUPON

PRICE	FROM
100	??
WEIGHT	**DESCRIPTION**
1	A token given for the trade.

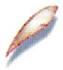
CRAB SHELL

PRICE	FROM
90	Crab
WEIGHT	**DESCRIPTION**
1	A hard shall of a dead crab which smells very nard and unique scent.

CLAW OF MONKEY

PRICE	FROM
466	Choco
WEIGHT	**DESCRIPTION**
1	Cut sharpened claw from a monkey.

CLAW OF RAT



PRICE	FROM
748	Cramp
WEIGHT	**DESCRIPTION**
1	Cut Toenail from a Big rat which carries enormous bacteria with.

CLOVER

PRICE	FROM
10	Fabre, Lunatic
WEIGHT	**DESCRIPTION**
1	A plant with three heart shaped leaves.Blooms white flowers between June and July. Sell this item for Zenny.

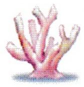
COBWEB

PRICE	FROM
184	Argos
WEIGHT	**DESCRIPTION**
1	Web spun by a spider to catch its Prey,in pretty Strong Cohesion.

CONCH

PRICE	FROM
158	Cornutus
WEIGHT	**DESCRIPTION**
1	Any marine gastropod mollusk of the family Strombidae,having a thick pointed spiral shell with a qide outer lip.

CORAL REEF



PRICE	FROM
772	Aster, Penomena
WEIGHT	**DESCRIPTION**
1	Marine Plant living under the deep sea.

COUPON

PRICE	FROM
100	??
WEIGHT	**DESCRIPTION**
1	A token given for the trade.

CRAB SHELL

PRICE	FROM
90	Crab
WEIGHT	**DESCRIPTION**
1	A hard shall of a dead crab which smells very nard and unique scent.

CRYSTAL OF SNOW

PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	A sexangular crystal of snow falling from the sky,which warms viewer's heart.

CULTISH MASQUE

PRICE	FROM
412	Marduk
WEIGHT	**DESCRIPTION**
1	Mask of the Ancient Shaman used for Special Ceremonies.

CYFAR

PRICE	FROM
320	Goblin Steam Rider, Injustice, Neraid, Orc Lady, Raggler, Trijoint, Wild Rose
WEIGHT	**DESCRIPTION**
1	A rare mineral of blue colour.

DAENGGIE

PRICE	FROM
150	Munak, Bongun
WEIGHT	**DESCRIPTION**
1	Cut Queue from a Young Girl.

DEAD MEDUSA

PRICE	FROM
548	Surprise OBB
WEIGHT	**DESCRIPTION**
1	Cut Head of Medusa taking on a Sad Look.

DECAYED NAIL

PRICE	FROM
82	Zombie
WEIGHT	**DESCRIPTION**
1	Cut nail from the dead.

DETONATOR

PRICE	FROM
450	Marine Sphere
WEIGHT	**DESCRIPTION**
1	A long and Thin part of Human Cerebrum.

DOKKAEBI HORN

PRICE	FROM
292	Dokebi
WEIGHT	**DESCRIPTION**
1	Horns of Dokkaebi which has rumored to bring a Great Fortune to its Owner.

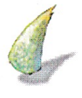
DRAGON CANINE

PRICE	FROM
484	Any marine gastropod mollusk of the family Strombidae,having a thick pointed spiral shell with a qide outer lip.
WEIGHT	**DESCRIPTION**
1	Any marine gastropod mollusk of the family Strombidae,having a thick pointed spiral shell with a qide outer lip.

DRAGON SCALE

PRICE	FROM
500	Mutant Dragonoid, Sky Petite
WEIGHT	**DESCRIPTION**
1	A Scale of Dragon shining in Iridescence. It Keeps uderskin out of Cold and Hot Very efficiently due to its Shield.

DRAGON TAIL

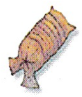


PRICE	FROM
1200	Earth Petite, Sky Petite
WEIGHT	**DESCRIPTION**
1	Cut Tail from a Dragon.

DRAGONFLY WING

PRICE	FROM
520	Dragon Tail
WEIGHT	**DESCRIPTION**
1	Thin and long cut from dragonflies.

EARTHWORM PEELING

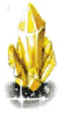


PRICE	FROM
196	Hode, Neraid, Pest, Sageworm
WEIGHT	**DESCRIPTION**
1	Skinned Peeling of an Earthworm.

ELDER PIXIE'S MUSTACHE

PRICE	FROM
232	Giearth
WEIGHT	**DESCRIPTION**
1	Moustache of an Old Dwarf.

EMPERIUM



PRICE	FROM
2	Angeling, Baphomet, Ghostring, Golden Thief Bug, Mimic, Orc Zombie, Requiem, Shining Plant
WEIGHT	**DESCRIPTION**
100	A very splendid and shiny ore. It shows the only man who can change this world,the Emperor, following the Old Book.Someone idicates it as The jewel seeing through owner's fate.It is rumored to be from the other world.Also it has showned in many stories of conquerors. Furthermore it has been told the symbol of power and glory.

EMPTY BOTTLE

PRICE	FROM
5	Ant Egg, Drops, Muka, PecoPeco's Egg, Plankton, Poring, Roda Frog
WEIGHT	**DESCRIPTION**
2	A handy-sized liquid container. Sell this item to get more Zenny. Needed to make Holy Water.

EMPTY POTION BOTTLE

PRICE	FROM
10	Zombie Prisoner, geffen (inside)
WEIGHT	**DESCRIPTION**
1	An Empty Cylinder which possibly Something withinn.

EMPTY TESTTUBE

PRICE	FROM
3	Geffen (inside)
WEIGHT	**DESCRIPTION**
1	An Empty Cylinder which possibly Something withinn.

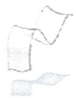
EVIL HORN

PRICE	FROM
1020	Baphomet, Baphomet Jr
WEIGHT	**DESCRIPTION**
1	Horn of Baphomet.It is a symbol of Evil.

EXECUTIONER'S MITTEN

PRICE	FROM
4500	Zealotus
WEIGHT	**DESCRIPTION**
3	Mitten used for the punishment of

FABRIC



PRICE	FROM
306	Ghostring, Whisper, Whisper Boss, Wraith
WEIGHT	**DESCRIPTION**
1	Fabric which is nearly transparent shown through on the other side.

FANG

PRICE	FROM
680	Orc Archer
WEIGHT	**DESCRIPTION**
1	A sharpened Cuspid.

FANG OF GARM

PRICE	FROM
500	Hatti
WEIGHT	**DESCRIPTION**
1	Sharp Fang of Hati the monster.

FEATHER

PRICE	FROM
20	Black Mushroom, Fabre, Lunatic, Picky (Shell), Red Mushroom, Savage Babe, Tarou
WEIGHT	**DESCRIPTION**
1	A collection of downy fibers used classy clothes. Sell this item to get Zenny.

EATHER OF ANGEL

PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	Feather came out of wings, which has rumored to be dropped from an angel.

EATHER OF BIRDS

PRICE	FROM
10	Condor, Picky, Picky (Shell), Raggler
WEIGHT	**DESCRIPTION**
1	Decorative feathers cut from a bird's wing. Sell this item to get more Zenny.

IN

PRICE	FROM
412	Marc, Obeaune, Phen
WEIGHT	**DESCRIPTION**
1	Cut from fish's and some other monster's fin.

NE-GRAINED TRUNK

PRICE	FROM
2	Wilow
WEIGHT	**DESCRIPTION**
1	The main woody axis of a tree. Sell for Zenny or use to complete the Archer quest.

NE GRIT

PRICE	FROM
100	Scorpion
WEIGHT	**DESCRIPTION**
1	A crystal made out of fine sand.

NE SAND

PRICE	FROM
100	??
WEIGHT	**DESCRIPTION**
1	Sand that is so extreamly fine it can not be gathered with ones hand.

SH TAIL

PRICE	FROM
196	Phen
WEIGHT	**DESCRIPTION**
1	Cut Tail from a Fish.

LOWER

PRICE	FROM
2	Blue Plant, Creamy, Green Plant, Red Plant, White Plant, Yellow Plant
WEIGHT	**DESCRIPTION**
1	A thornless, scentless wildflower with subtle beauty. Sell this item to get more Zenny.

FEATHER OF ANGEL

PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	Feather came out of wings, which has rumored to be dropped from an angel.

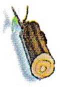
FEATHER OF BIRDS

PRICE	FROM
10	Condor, Picky, Picky (Shell), Raggler
WEIGHT	**DESCRIPTION**
1	Decorative feathers cut from a bird's wing. Sell this item to get more Zenny.

FIN

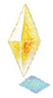
PRICE	FROM
412	Marc, Obeaune, Phen
WEIGHT	**DESCRIPTION**
1	Cut from fish's and some other monster's fin.

FINE-GRAINED TRUNK



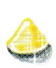
PRICE	FROM
2	Wilow
WEIGHT	**DESCRIPTION**
1	The main woody axis of a tree. Sell for Zenny or use to complete the Archer quest.

FINE GRIT



PRICE	FROM
100	Scorpion
WEIGHT	**DESCRIPTION**
1	A crystal made out of fine sand.

FINE SAND



PRICE	FROM
100	??
WEIGHT	**DESCRIPTION**
1	Sand that is so extreamly fine it can not be gathered with ones hand.

FISH TAIL

PRICE	FROM
196	Phen
WEIGHT	**DESCRIPTION**
1	Cut Tail from a Fish.

FLOWER

PRICE	FROM
2	Blue Plant, Creamy, Green Plant, Red Plant, White Plant, Yellow Plant
WEIGHT	**DESCRIPTION**
1	A thornless, scentless wildflower with subtle beauty. Sell this item to get more Zenny.

FLUFF

PRICE	FROM
8	Coco, Fabre, Red Plant, Yellow Plant
WEIGHT	**DESCRIPTION**
1	Hair from a small monster. Used to make threads or fabrics. Sell this item to gain more Zenny.

FOOLISHNESS OF THE BLIND

PRICE	FROM
20	Hode
WEIGHT	**DESCRIPTION**
1	The hindicapped who have gone blind so can't recognise inanimate objects. They can't see so possibly can be cheated by others.

FOOTSTEP OF CAT

PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	Unbelievable item which has rumored to condense sound of catsteps.

FOUR LEAF CLOVER

PRICE	FROM
2	Eclipse, Mandragora
WEIGHT	**DESCRIPTION**
1	A rare clover with four heart-shaped leaves.Legends tell of great luck being brought to the bearer of the clover.

FRILL

PRICE	FROM
250	Frilldora
WEIGHT	**DESCRIPTION**
1	A backward Neck of Lizard living in the Desert.

GALLAR HORN

PRICE	FROM
1	Treasure box
WEIGHT	**DESCRIPTION**
50	Great bugle made out of animal horn,when used its sound thunder the heavenly world.

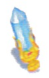
GARLET

PRICE	FROM
40	Ambernite, Andre, Deniro, Kukre, Magnolia, Marin, Piere, Plankton, Poporing, Stainer, Steel Chonchon, Thief Bug (Big), Vadon, sold in Geffen (inside)
WEIGHT	**DESCRIPTION**
1	A dark round crystallization created by some Monsters. Sell this item to gain more Zenny.

GILL

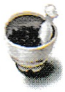
PRICE	FROM
342	Marc, Sword Fish
WEIGHT	**DESCRIPTION**
1	Cut from fish or some other monster's gill.

LUCIFER'S LAMENT



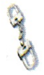
PRICE	FROM
30000	??
WEIGHT	DESCRIPTION
1	Large Gem which has been rumored to open the Door of Ancient Geffenia.Everything except this has been veiled in Mystery.

MAGIC PAINT



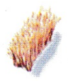
PRICE	FROM
100	??
WEIGHT	DESCRIPTION
1	Mysterious paints.

MANACLES



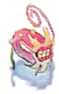
PRICE	FROM
658	Cruiser, Skel Prisone
WEIGHT	DESCRIPTION
1	Restraining Device wich can be locked about the wrists and used on one or both arms of a prisoner in custody.

MANE



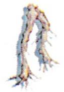
PRICE	FROM
196	Savage
WEIGHT	DESCRIPTION
1	Cut hair from a Wild Boar which is Electile and Tough as Needles.

MANEATER BLOSSOM



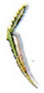
PRICE	FROM
196	Flora
WEIGHT	DESCRIPTION
1	A Flower having Similar Internal Organs as a Human Being.

MANEATER ROOT



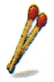
PRICE	FROM
208	Surprise OBB
WEIGHT	DESCRIPTION
1	A Root Looking as Human Legs.

MANTIS SCYTHE



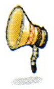
PRICE	FROM
196	Mantis
WEIGHT	DESCRIPTION
1	Cut Forefoot of a Mantis looking as a Scythe.

MATCH STICK



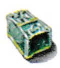
PRICE	FROM
100	Chepet
WEIGHT	DESCRIPTION
1	A short slender piece of wood from which a match is made.

MEGAPHONE



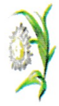
PRICE	FROM
100	??
WEIGHT	DESCRIPTION
1	A funnel-shaped device used to direct and amplify the voice or sound.

MEMENTO



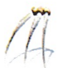
PRICE	FROM
300	Ghoul, Mummy, Requiem, Skel Prisoner, Soldier Skeleton
WEIGHT	DESCRIPTION
1	Gems buried with the dead,neccessary for the world beyond.Usually very high-prized.

MENT



PRICE	FROM
2	Red Plant
WEIGHT	DESCRIPTION
1	A white flower which contains oils that can ease pain and relax muscles.Also it has a mysterious power in which makes someone lost his past memory.

MOLE CLAW

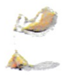


PRICE	FROM
210	Martin
WEIGHT	DESCRIPTION
1	Cut Claws from a Mole.It is Very Stiff enough to dig into the Solid Ground.

MOLE WHISKERS

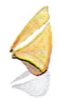
PRICE	FROM
106	Martin
WEIGHT	DESCRIPTION
1	Cut Whiskers from a Mole.

MOTH DUST



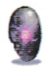
PRICE	FROM
138	Dustiness, Punk
WEIGHT	DESCRIPTION
1	A Bottled Powder of Moth.

MOTH WINGS



PRICE	FROM
200	Dustiness
WEIGHT	DESCRIPTION
1	Cut Wings of Moth.

MOTHER'S NIGHTMARE

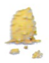


PRICE	FROM
20	Maya
WEIGHT	DESCRIPTION
1	Nightmare of Mother remembered [illegible] and gives an evil omen.

MOULD POWDER

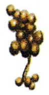
PRICE	FROM
466	Punk
WEIGHT	DESCRIPTION
1	Soft Mould Powder.

MUD LUMP



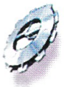
PRICE	FROM
876	*Stalactic Golem, Sting*
WEIGHT	DESCRIPTION
1	Sloppy and unpleasant Mud lump.

MUSHROOM SPORE



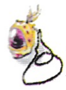
PRICE	FROM
36	Black Mushroom, Poison Spore. Red Mushroom, Spore
WEIGHT	DESCRIPTION
1	Spores from a mushroom.

MYSTERY WHEEL



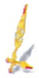
PRICE	FROM
1	Treasure Box
WEIGHT	DESCRIPTION
50	*A unknown toothed wheel,nobody know how to use it.*

NECKLACE OF WISDOM



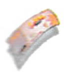
PRICE	FROM
2	Marse
WEIGHT	DESCRIPTION
4	A Mysterious Necklace holding an Eye-shaped Ornament.It has Rumored to hav Clairvoyant Powers.

NEEDLE OF ALARM



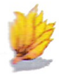
PRICE	FROM
796	Alarm, Clock, Tower Keeper
WEIGHT	DESCRIPTION
1	Device which is a part of timekeeper. indicates present time.

NEWBIE TAG



PRICE	FROM
0	??
WEIGHT	DESCRIPTION
1	An identification tage which certifies its owner is Novice.

NINE TAILS



PRICE	FROM
650	Moonlight Flower, Ninetail
WEIGHT	DESCRIPTION
1	Cut Tails from a Fox.

MOULD POWDER

PRICE	FROM
466	Punk
WEIGHT	**DESCRIPTION**
1	Soft Mould Powder.

MUD LUMP

PRICE	FROM
876	Stalactic Golem, Sting
WEIGHT	**DESCRIPTION**
1	Sloppy and unpleasant Mud lump.

MUSHROOM SPORE

PRICE	FROM
36	Black Mushroom, Poison Spore, Red Mushroom, Spore
WEIGHT	**DESCRIPTION**
1	Spores from a mushroom.

MYSTERY WHEEL

PRICE	FROM
1	Treasure Box
WEIGHT	**DESCRIPTION**
50	A unknown toothed wheel,nobody knows how to use it.

NECKLACE OF WISDOM

PRICE	FROM
2	Marse
WEIGHT	**DESCRIPTION**
4	A Mysterious Necklace holding an Eye-shaped Ornament.It has Rumored to have Clairvoyant Powers.

NEEDLE OF ALARM

PRICE	FROM
796	Alarm, Clock, Tower Keeper
WEIGHT	**DESCRIPTION**
1	Device which is a part of timekeeper, indicates present time.

NEWBIE TAG

PRICE	FROM
0	??
WEIGHT	**DESCRIPTION**
1	An identification tage which certifies its owner is Novice.

NINE TAILS

PRICE	FROM
650	Moonlight Flower, Ninetail
WEIGHT	**DESCRIPTION**
1	Cut Tails from a Fox.

NIPPER

PRICE	FROM
114	Crab, Vadon
WEIGHT	**DESCRIPTION**
1	One of the two large claws of a crustacean.

NOSE RING

PRICE	FROM
568	Minorous + Majoruros
WEIGHT	**DESCRIPTION**
1	Right for cow's nose to make directing it easier.

OGRE TOOTH

PRICE	FROM
658	High Orc
WEIGHT	**DESCRIPTION**
1	Cut Tooth from a Great Warrior of the Orc tribe.

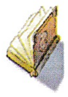
OLD FRYING PAN

PRICE	FROM
196	Magnolia
WEIGHT	**DESCRIPTION**
1	Old Frying fan.

OLD HILT

PRICE	FROM
150	Tirfing
WEIGHT	**DESCRIPTION**
3	Timeworn but lofy hilt come off from a weapon.

OLD MAGIC BOOK

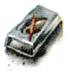


PRICE	FROM
2	Bathory, Marduk, Rideword, Zenorc
WEIGHT	**DESCRIPTION**
3	A Spell Book possessing Powerful Magics of the Ancient inside.

OLD PORTRAIT

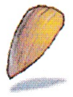
PRICE	FROM
1500	Bongun
WEIGHT	**DESCRIPTION**
10	Portrait pictured of a girl.It is too old to recognise but the girl seems so pretty.

ORA ORA



PRICE	FROM
1000	Golden Thief Bug, Tarou
WEIGHT	**DESCRIPTION**
20	A trap for theif bugs,Used to lure and capture theif bugs with sweet smelling and sticky liquid.

ORC CLAW



PRICE	FROM
168	Orc Zombie
WEIGHT	DESCRIPTION
1	A Thick,Sharpened Nail from an Orc.

ORC'S FANG

PRICE	FROM
220	Orc Skeleton
WEIGHT	DESCRIPTION
1	Cut Orc's Cuspid.

ORCISH VOUCHER

PRICE	FROM
168	High Orc, Orc Warrior
WEIGHT	DESCRIPTION
1	Small sculpture which Orcish consider to be a warrior's token.

PAYROLL OF KAFRA

PRICE	FROM
1	??
WEIGHT	DESCRIPTION
5	Payment statement for the Kafra employees.

PIECE OF EGGSHELL

PRICE	FROM
168	Eggyra
WEIGHT	DESCRIPTION
1	Cut shell of an Egg.

POINTED SCALE

PRICE	FROM
70	Blue Plant, Green Plant, Red Plant, White Plant, Worm Tail, Yellow Plant
WEIGHT	DESCRIPTION
1	Cut Wormtail's scale.

POISON SPORE

PRICE	FROM
114	Poison Spore
WEIGHT	DESCRIPTION
1	Poisonous Mushroom Spore.

PORCUPINE QUILL

PRICE	FROM
158	Caramel
WEIGHT	DESCRIPTION
1	Cut Erectile Quills from a Porcupine.

POWDER OF BUTTERFLY

PRICE	FROM
90	Creamy
WEIGHT	DESCRIPTION
1	Gathered powder from wing's of butterfly

RACCOON LEAF

PRICE	FROM
106	Smokie
WEIGHT	DESCRIPTION
1	Leaf which smokies use for shapeshifting.

RAINBOW SHELL

PRICE	FROM
90	Stainer
WEIGHT	DESCRIPTION
1	A Bug peelings having Beautiful patterns on top.

RAT TAIL

PRICE	FROM
52	Tarou
WEIGHT	DESCRIPTION
1	A Thin and Narrow Rat Tail. Sell this item to gain more Zenny.

RED SOCKS WITH HOLES

PRICE	FROM
100	Antonio
WEIGHT	DESCRIPTION
1	Socks of red colour,which has holes with

REINS

PRICE	FROM
802	Abysmal Knight
WEIGHT	DESCRIPTION
1	Ring fixed into an Horse Nose,connected with Both reins, to drive into the Certain Direction.

REPTILE TONGUE

PRICE	FROM
252	Frilldora
WEIGHT	DESCRIPTION
1	Cut tongue of a Reptile.

RESIN

PRICE	FROM
128	Elder Wilow, Wilow
WEIGHT	DESCRIPTION
1	Natural glue gathered from old trees. Sell this item to gain more Zenny.

ROOT OF STONE

PRICE	FROM
1	??
WEIGHT	DESCRIPTION
50	Root of stone which has rumored to be a mother of all stones.

ROTTEN BANDAGE

PRICE	FROM
358	Mummy, Mutant Dragonoid. Skel Prisoner, Verit, Zombie Prisoner
WEIGHT	DESCRIPTION
1	Old and worthless Bandage from mummies.

ROUGH BILLOWS

PRICE	FROM
1	??
WEIGHT	DESCRIPTION
50	A sculpture engraved a image of billow rushing upon the sea shore in a windy day.

ROUND SHELL

PRICE	FROM
954	Arclouse
WEIGHT	DESCRIPTION
1	Rolled up shell.

RUST SURIKEN

PRICE	FROM
1	Assaulter
WEIGHT	DESCRIPTION
1	Old dirk gathered lust on the surface. shuriken maniacs wish to purchase.

SALIVA OF BIRD

PRICE	FROM
1	Treasure Box
WEIGHT	DESCRIPTION
50	A long-necked bottle containing sputum of birds within.

SCALE SHELL

PRICE	FROM
466	Anacondaq, Isis
WEIGHT	DESCRIPTION
1	Cut scale covered skin.

SCELL

PRICE	FROM
160	Argos, Cornutus, Cruiser, Eggyra, Goblin (Axe), Goblin (Dagger), Goblin (Flail), Goblin (Hammer), Goblin (Morning Star), Goblin (Xmas), Goblin Archer, Goblin Steam Rider, Magnolia, Mantis, Metaller, Thara Frog, Vitata, sold in Geffen (inside)
WEIGHT	DESCRIPTION
1	A small crystallization created by some Monsters.

ROOT OF STONE

PRICE	FROM	WEIGHT	DESCRIPTION
1	??	50	Root of stone which has rumored to be a mother of all stones.

ROTTEN BANDAGE

PRICE	FROM	WEIGHT	DESCRIPTION
358	Mummy, Mutant Dragonoid, Skel Prisoner, Verit, Zombie Prisoner	1	Old and worthless Bandage from mummies.

ROUGH BILLOWS

PRICE	FROM	WEIGHT	DESCRIPTION
1	??	50	A sculpture engraved a image of billow rushing upon the sea shore in a windy day.

ROUND SHELL

PRICE	FROM	WEIGHT	DESCRIPTION
954	Arclouse	1	Rolled up shell.

RUST SURIKEN

PRICE	FROM	WEIGHT	DESCRIPTION
1	Assaulter	1	Old dirk gathered lust on the surface, shuriken maniacs wish to purchase.

SALIVA OF BIRD

PRICE	FROM	WEIGHT	DESCRIPTION
1	Treasure Box	50	A long-necked bottle containing sputum of birds within.

SCALE SHELL

PRICE	FROM	WEIGHT	DESCRIPTION
466	Anacondaq, Isis	1	Cut scale covered skin.

SCELL

PRICE	FROM	WEIGHT	DESCRIPTION
160	Argos, Cornutus, Cruiser, Eggyra, Goblin (Axe), Goblin (Dagger), Goblin (Flail), Goblin (Hammer), Goblin (Morning Star), Goblin (Xmas), Goblin Archer, Goblin Steam Rider, Magnolia, Mantis, Metaller, Thara Frog, Vitata, sold in Geffen (inside)	1	A small crystallization created by some Monsters.

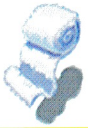
SCORPION NIPPER

PRICE	FROM	WEIGHT	DESCRIPTION
614	Surprise OBB	1	Cut Chitin Claw of Scorpion. When bitten by a Scorpion,People Barely Survives.

SCORPION TAIL

PRICE	FROM	WEIGHT	DESCRIPTION
168	Scorpion	1	Cut Scorpion's tail.

SEA OTTER LEATHER



PRICE	FROM	WEIGHT	DESCRIPTION
820	sea otter	1	Sea-otter fur that is a good material for clothings. You can feel soft even at a look.

SHARP SCALE

PRICE	FROM	WEIGHT	DESCRIPTION
250	Phen, Sword Fish	1	A sharpened scale which is used for making arms.

SHELL

PRICE	FROM	WEIGHT	DESCRIPTION
12	Ambernite, Ant Egg, Chonchon, Horn, Metaller, PecoPeco's Egg, Pupa, Steel Chonchon	1	A shell fragment from a monster's carapace. Sell this item to get more Zenny.

SHINING SCALE

PRICE	FROM	WEIGHT	DESCRIPTION
466	snake, Isis, Sidewinder	1	Flashing scale that reflects the light.

SHOOT

PRICE	FROM	WEIGHT	DESCRIPTION
2	Blue Plant, Green Plant, Mandragora, Red Plant, Yellow Plant	1	A young,pretty plant still in the early stages of growth.

SHORT DAENGGIE

PRICE	FROM	WEIGHT	DESCRIPTION
278	Bongun	1	Short Daenggie.

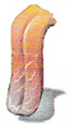
TIGER'S FOOTSKIN

PRICE	FROM
1500	Eddga
WEIGHT	DESCRIPTION
1	Cut Sole of a Tiger Foot which is Very Good for Male Vigor and energy by Hearsay.

TIGER'S SKIN

PRICE	FROM
548	Eddga
WEIGHT	DESCRIPTION
1	Leather of a Tiger, usually used for Floor Covering.

TONGUE



PRICE	FROM
252	Phreeoni
WEIGHT	DESCRIPTION
1	Cut Tongue of a Monster. Appears Disgustingly with Sticky Mouth Water.

TOOTH OF BAT

PRICE	FROM
32	Drainliar, Farmiliar
WEIGHT	DESCRIPTION
1	A severed tooth from a Familiar. Used for making weapons and other items. Sell this item to gain more Zenny.

TOUGH SCALELIKE STEM

PRICE	FROM
412	Stem Worm
WEIGHT	DESCRIPTION
1	Strong and tough stem of scale.

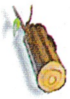
TRAP

PRICE	FROM
100	Mimic, NPC
WEIGHT	DESCRIPTION
1	Basic for Trapping.

TREE ROOT

PRICE	FROM
12	Wilow
WEIGHT	DESCRIPTION
1	Root of a tree.Long,thin and dry stem which used to tie up stuffs together.Also used in medicines.

TRUNK



PRICE	FROM
60	Clock, Elder Wilow, Greatest General, Myst, Wilow
WEIGHT	DESCRIPTION
1	The main woody axis of a tree. Sell this Item to gain more Zenny.

TURTLE SHELL

PRICE	FROM
280	Surprise [illegible]
WEIGHT	DESCRIPTION
1	A hard shell of a dead [illegible] for making [illegible]

VENOM CANINE

PRICE	FROM
158	Anacondaq, Boa, [illegible]
WEIGHT	DESCRIPTION
1	Sharpened poisoned [illegible]

VIGORGRA

PRICE	FROM
100	??
WEIGHT	DESCRIPTION
1	Mysterious medicine [illegible] consumer vigorous [illegible]

WING OF RED BAT

PRICE	FROM
168	Drainliar
WEIGHT	DESCRIPTION
1	Cut Wing from a bat [illegible]

WITCHED STARSAND

PRICE	FROM
484	Bathory, Punk
WEIGHT	DESCRIPTION
1	A Bottled sands shining [illegible] Usually gathered from the [illegible] of Witchcraft.

WOLF CLAW

PRICE	FROM
58	Only wolf, dessert wolf, and [illegible]
WEIGHT	DESCRIPTION
1	Cut Claw of Wolf.

WORN OUT PAGE

PRICE	FROM
820	Rideword, Sageworm
WEIGHT	DESCRIPTION
1	Page came off from an old book, [illegible] down with faint letters.

WORN OUT PRISON UNIFORM

PRICE	FROM
680	Alligator, Zombie Prisoner
WEIGHT	DESCRIPTION
1	Exhausted Prison Uniform.

[illegible]ING

PRICE	FROM
52	Andre, Deniro, Green Thief Bug, Kukre, Piere, Thief Bug, Thief Bug (Big), Vitata
WEIGHT	DESCRIPTION
1	A piece of wormskin. Sell this item to get more Zenny.

[illegible]

PRICE	FROM
100	??
WEIGHT	DESCRIPTION
1	??

[illegible] TWIG

PRICE	FROM
50	Mistress
WEIGHT	DESCRIPTION
1	Young Twig wich is yet pure and innocent.However it can't distinguish the Good and the Evil yet…

FROM
Surprise OBB
ESCRIPTION
f a dead turtle which is use r making arms.

FROM
daq, Boa, Sidewinder
ESCRIPTION
isoned cuspid of a monster

FROM
??
ESCRIPTION
medicine that makes its vigorous and powerful.

FROM
Drainliar
ESCRIPTION
a bat of Red Colour.

FROM
hory, Punk
ESCRIPTION
ds shining like Stars. from the inside Broom Witchcraft.

FROM
wolf, and vogabond wolf
ESCRIPTION
Claw of Wolf.

FROM
d, Sageworm
SCRIPTION
m an old book, written faint letters.

M

ROM
Zombie Prisoner
CRIPTION
Prison Uniform.

ORM PEELING

PRICE	FROM
52	Andre, Deniro, Green Thief Bug, Kukre, Piere, Thief Bug, Thief Bug (Big), Vitata
WEIGHT	**DESCRIPTION**
1	A piece of wormskin. Sell this item to get more Zenny.

YOYO TAIL

PRICE	FROM
114	Choco, Yoyo
WEIGHT	**DESCRIPTION**
1	Cut tail of a Yo Yo.

ARN

PRICE	FROM
100	??
WEIGHT	**DESCRIPTION**
1	??

ZARGON

PRICE	FROM
500	Alarm, Alligator, Arclouse, Argiope, Aster, Brilight, Chepet, Cookie (Xmas), Deviruchi, Earth Petite, Frilldora, Gargoyle, Golem, High Orc, Horong, Hunter Fly, Jakk, Joker, Kobold (Axe), Kobold (Hammer), Kobold (Morning Star), Kobold Archer, Magnolia, Megalith, Mystcase, Poison Spore, Requiem, Sageworm, Sasquatch, Sidewinder, Sky Petite, Smokie, Stem Worm, Verit, Vocal, Wind Ghost, sold in Geffen (inside)
WEIGHT	**DESCRIPTION**
1	A small crystallization created by some Monsters.

OUNG TWIG

PRICE	FROM
50	Mistress
WEIGHT	**DESCRIPTION**
1	Young Twig wich is yet pure and innocent.However it can't distinguish the Good and the Evil yet…

ZENORC'S FANG

PRICE	FROM
264	Zenorc
WEIGHT	**DESCRIPTION**
1	Cut Cuspid of a Mutant Orc.

CARDS

Coco Card
PROPERTY

tolerance to sleep

COMPOUNDED ON	NAME MODIFIER
Headgear	of Sandman

Deviruchi Card
PROPERTY

protect from blind; +1 STR

COMPOUNDED ON	NAME MODIFIER
Headgear	Adurate

Elder Willow Card
PROPERTY

+2 INT

COMPOUNDED ON	NAME MODIFIER
Headgear	Erudite

Ghoul Card
PROPERTY

20% against the poison property

COMPOUNDED ON	NAME MODIFIER
Headgear	Viper's

Giearth Card
PROPERTY

Protect Character from "Chaos"

COMPOUNDED ON	NAME MODIFIER
Headgear	Order

Marduk Card
PROPERTY

5% casting delay; protects from Silence

COMPOUNDED ON	NAME MODIFIER
Headgear	Peerless

Martin Card
PROPERTY

20% against blind

COMPOUNDED ON	NAME MODIFIER
Headgear	of Cleric

Mistress Card
PROPERTY

enable to cast certain spells w/o Blue Gemstone
inc. 10% consumption when use skills

COMPOUNDED ON	NAME MODIFIER
Headgear	of Gemstone

Nightmare Card
PROPERTY

protects from "Sleep"

COMPOUNDED ON	NAME MODIFIER
Headgear	Insomniac

Orc Hero
PROPERTY

Never be stunned; +3 VIT

COMPOUNDED ON	NAME MODIFIER
Headgear	Neutral

Pharaoh Card (not implemented)
PROPERTY

reduce 30% of SP consumption when use skills

COMPOUNDED ON	NAME MODIFIER
Headgear	Kirin

Stainer Card
PROPERTY

20% tolerance against silence

COMPOUNDED ON	NAME MODIFIER
Headgear	of Aristotle

Willow Card
PROPERTY

+30 to max SP

COMPOUNDED ON	NAME MODIFIER
Headgear	Wise

Baphomet Jr. Card
PROPERTY

+3 AGI ; +1% Crit

COMPOUNDED ON	NAME MODIFIER
Garment	of Rogue

Condor Card
PROPERTY

+ 5 Dodge

COMPOUNDED ON	NAME MODIFIER
Garment	Quick

Dustiness Card
PROPERTY

30% tolerance against wind property

COMPOUNDED ON	NAME MODIFIER
Garment	of Warmth

Frilldora Card
PROPERTY

Cloaking skill (Lvl 1)

COMPOUNDED ON	NAME MODIFIER
Garment	Guard

Hode Card
PROPERTY

30% tolerance against earth property monsters

COMPOUNDED ON	NAME MODIFIER
Garment	Glorious

Isis Card
PROPERTY

30% Tolerance against Shadow property

COMPOUNDED ON	NAME MODIFIER
Garment	Divine

Jakk Card
PROPERTY

30% tolerance against fire property

COMPOUNDED ON	NAME MODIFIER
Garment	Flameguard

Marionette Card
PROPERTY

30% tolerance against ghost property

COMPOUNDED ON	NAME MODIFIER
Garment	of Ghost

Marse Card
PROPERTY

30% tolerance against water property

COMPOUNDED ON	NAME MODIFIER
Garment	Genie's

Gemstones;
e skills
ODIFIER
mstone

d
ODIFIER
mniac

VIT
ODIFIER
utral

emented)
n use skills
ODIFIER
irin

lence
DIFIER
ristotle

DIFIER
se

rd
DIFIER
ogue

Condor Card
PROPERTY

+ 5 Dodge

COMPOUNDED ON	NAME MODIFIER
Garment	Quick

Dustiness Card
PROPERTY

30% tolerance against wind property

COMPOUNDED ON	NAME MODIFIER
Garment	of Warmth

Frilldora Card
PROPERTY

Cloaking skill (Lvl 1)

COMPOUNDED ON	NAME MODIFIER
Garment	Guard

Hode Card
PROPERTY

30% tolerance against earth property monsters

COMPOUNDED ON	NAME MODIFIER
Garment	Glorious

Isis Card
PROPERTY

30% Tolerance against Shadow property

COMPOUNDED ON	NAME MODIFIER
Garment	Divine

Jakk Card
PROPERTY

30% tolerance against fire property

COMPOUNDED ON	NAME MODIFIER
Garment	Flameguard

Marionette Card
PROPERTY

30% tolerance against ghost property

COMPOUNDED ON	NAME MODIFIER
Garment	of Ghost

Marse Card
PROPERTY

30% tolerance against water property

COMPOUNDED ON	NAME MODIFIER
Garment	Genie's

Myst Card
PROPERTY

30% tolerance against poison

COMPOUNDED ON	NAME MODIFIER
Garment	Innoxious

Orc Zombie Card
PROPERTY

30% against attack of undead

COMPOUNDED ON	NAME MODIFIER
Garment	Angelic

Reydric Card
PROPERTY

15% against neutral attack

COMPOUNDED ON	NAME MODIFIER
Garment	Immune

Whisper Card
PROPERTY

+ 20 Dodge ; 5% additional damage from ghost property

COMPOUNDED ON	NAME MODIFIER
Garment	Mocking

Ambernite Card
PROPERTY

+2 DEF

COMPOUNDED ON	NAME MODIFIER
Shield	of Athena

Andre Egg Card
PROPERTY

+ 5% max HP

COMPOUNDED ON	NAME MODIFIER
Shield	Excellent

Argos Card
PROPERTY

20% tolerance against stone curse

COMPOUNDED ON	NAME MODIFIER
Shield	Hypnotic

Bigfoot Card
PROPERTY

50% reduce damage from insect

COMPOUNDED ON	NAME MODIFIER
Shield	of Gargantua

Golden Thief Bug

PROPERTY

Block all magic spells including support spells

COMPOUNDED ON	NAME MODIFIER
Shield	of Deaf

Horn Card

PROPERTY

reduce 25% of long ranged attack damage

COMPOUNDED ON	NAME MODIFIER
Shield	Heavy

Khalitzburg Card

PROPERTY

reduce 50% damage from demon monsters

COMPOUNDED ON	NAME MODIFIER
Shield	from Hell

Maya Card (not implemented)

PROPERTY

reflect magical damage back (30%chance)

COMPOUNDED ON	NAME MODIFIER
Shield	Reflect

Megalodon Card

PROPERTY

30% tolerance from frozen

COMPOUNDED ON	NAME MODIFIER
Shield	Atomic

Munak Card

PROPERTY

15% tolerance against "Stone Curse"
and a chance to avoid Earth property attacks

COMPOUNDED ON	NAME MODIFIER
Shield	Amulet

Orc Warrior Card

PROPERTY

30% against Brute monsters

COMPOUNDED ON	NAME MODIFIER
Shield	Brutal

Petite Card (Sky)

PROPERTY

reduce 50% damage from dragon monsters

COMPOUNDED ON	NAME MODIFIER
Shield	Dragoon

Thara Frog Card

PROPERTY

30% reduce damage from demi-human monster

COMPOUNDED ON	NAME MODIFIER
Shield	Cranial

Thief Bug Egg Card

PROPERTY

+ 30 max HP

COMPOUNDED ON	NAME MODIFIER
Shield	Rigid

Abysmal Knight Card (not implemented)

PROPERTY

25% more damage to Boss monster

COMPOUNDED ON	NAME MODIFIER
Weapon	Liberation

Anacondaq Card

PROPERTY

20% damage to poison monster

COMPOUNDED ON	NAME MODIFIER
Weapon	Envenom

Andre Card

PROPERTY

+10 ATK

COMPOUNDED ON	NAME MODIFIER
Weapon	Hurricane

Archer Skeleton Card

PROPERTY

10% more damage to flying monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Kingbird

Baphomet Card

PROPERTY

do splashed damage around 9 cells everytime,
-10 accuracy

COMPOUNDED ON	NAME MODIFIER
Weapon	Scythelike

Caramel Card

PROPERTY

20% damage to insect monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Insecticide

Desert Wolf Card

PROPERTY

15% more damage to small monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Gigantic

Deviace Card

PROPERTY

5% additional damage to demi- human,
brute,plant and insect

COMPOUNDED ON	NAME MODIFIER
Weapon	Aqua

Doppelganger Card (not implemented)

PROPERTY

enable to Fast-Attack all the time

COMPOUNDED ON	NAME MODIFIER
Weapon	of Verserk

Drainliar Card

PROPERTY

20% damage to water type monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Saharic

Drake Card

PROPERTY

enable to perfect damage on
every sized monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	of Infinity

Drops Card

PROPERTY

+1 DEX

COMPOUNDED ON	NAME MODIFIER
Weapon	Dexterous

Fabre Card

PROPERTY

+1 VIT

COMPOUNDED ON	NAME MODIFIER
Weapon	Vital

Farmiliar Card

PROPERTY

causes blind (5% chance)

COMPOUNDED ON	NAME MODIFIER
Weapon	Blink

Desert Wolf Card

PROPERTY

15% more damage to small monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Gigantic

Deviace Card

PROPERTY

5% additional damage to demi- human, brute,plant and insect

COMPOUNDED ON	NAME MODIFIER
Weapon	Aqua

Doppelganger Card (not implemented)

PROPERTY

enable to Fast-Attack all the time

COMPOUNDED ON	NAME MODIFIER
Weapon	of Verserk

Drainliar Card

PROPERTY

20% damage to water type monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Saharic

Drake Card

PROPERTY

enable to perfect damage on every sized monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	of Infinity

Drops Card

PROPERTY

+1 DEX

COMPOUNDED ON	NAME MODIFIER
Weapon	Dexterous

Fabre Card

PROPERTY

+1 VIT

COMPOUNDED ON	NAME MODIFIER
Weapon	Vital

Farmiliar Card

PROPERTY

causes blind (5% chance)

COMPOUNDED ON	NAME MODIFIER
Weapon	Blink

Female Thief Bug Card

PROPERTY

+1 AGI

COMPOUNDED ON	NAME MODIFIER
Weapon	Shrewd

Flora Card

PROPERTY

20% damage to Fish Monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Fisher

Goblin Card

PROPERTY

20% more damage to brute monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Clamorous

Golem Card (not implemented)

PROPERTY

make weapon indestructible

COMPOUNDED ON	NAME MODIFIER
Weapon	Solid

Hornet Card

PROPERTY

+1 STR

COMPOUNDED ON	NAME MODIFIER
Weapon	Martyr

Hunter Fly Card

PROPERTY

Regain 15% of the damage done on an enemy as HP (3%)

COMPOUNDED ON	NAME MODIFIER
Weapon	Malicious

Hydra Card

PROPERTY

20% Damage to demi-humans

COMPOUNDED ON	NAME MODIFIER
Weapon	Bloody

Kaho Card (not implemented)

PROPERTY

20% more damage to earth monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Underneath

Lunatic Card

PROPERTY

+1 LUK

COMPOUNDED ON	NAME MODIFIER
Weapon	Lucky

Magnolia Card

PROPERTY

Curse enemy when attack (5% success chance)

COMPOUNDED ON	NAME MODIFIER
Weapon	Cursing

Mandragora Card

PROPERTY

20% damage to wind property monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Windy

Marina Card

PROPERTY

freeze enemy when attacks (5% success chance)

COMPOUNDED ON	NAME MODIFIER
Weapon	Ice

Metaller Card

PROPERTY

silence enemy when attack (5% success chance)

COMPOUNDED ON	NAME MODIFIER
Weapon	Silence

Minorous Card

PROPERTY

15% more damage to great monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Titan

Mummy Card

PROPERTY

20% accuracy

COMPOUNDED ON	NAME MODIFIER
Weapon	Ancient

Orc Skeleton Card

PROPERTY

20% damage to holy monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Damned

Pecopeco Egg Card

PROPERTY

20% damage to formless monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Beholder

Petite Card (Earth)

PROPERTY

25% damage to dragon monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Dragoon

Phreeoni Card

PROPERTY

+100 hit

COMPOUNDED ON	NAME MODIFIER
Weapon	Perfect

Plankton Card

PROPERTY

causes sleep (5% chance)

COMPOUNDED ON	NAME MODIFIER
Weapon	Drowsy

Requiem Card

PROPERTY

“Chaos” enemy when attack (5% chance)

COMPOUNDED ON	NAME MODIFIER
Weapon	Chaos

Santa Poring Card

PROPERTY

20% damage to shadow monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Divine

Savage Bebe Card

PROPERTY

Stun Enemy (5% chance)

COMPOUNDED ON	NAME MODIFIER
Weapon	Stun

Scorpion Card

PROPERTY

20% damage to plant type monster

COMPOUNDED ON	NAME MODIFIER
Weapon	Chemical

Scorpion King Card (not implemented)

PROPERTY

20% more damage to Undead

COMPOUNDED ON	NAME MODIFIER
Weapon	Hallowed

Sidewinder Card

PROPERTY

Use double attack (Lvl 1) to all weapons

COMPOUNDED ON	NAME MODIFIER
Weapon	Hybrid

Skel Worker Card

PROPERTY

15% more damage to medium monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Boned

Skeleton Card

PROPERTY

+3 ATK

COMPOUNDED ON	NAME MODIFIER
Weapon	Keen

Snake Card

PROPERTY

Poison enemy (5% chance)

COMPOUNDED ON	NAME MODIFIER
Weapon	Untouchable

Soldier Skeleton Card

PROPERTY

+ 9% Critical

COMPOUNDED ON	NAME MODIFIER
Weapon	Critical

Strouf Card

PROPERTY

20% more damage on demon monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Decussate

Vadon Card

PROPERTY

+20% damage to fire property monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Flammable

Card
s monsters
AME MODIFIER
Beholder

Earth)
n monsters
AME MODIFIER
Dragoon

ard
AME MODIFIER
Perfect

ard
chance)
AME MODIFIER
Drowsy

ard
k (5% chance)
AME MODIFIER
Chaos

Card
v monsters
AME MODIFIER
Divine

Card
ance)
ME MODIFIER
Stun

rd
pe monster
ME MODIFIER
Chemical

Scorpion King Card (not implemented)

PROPERTY

20% more damage to Undead

COMPOUNDED ON	NAME MODIFIER
Weapon	Hallowed

Sidewinder Card

PROPERTY

Use double attack (Lvl 1) to all weapons

COMPOUNDED ON	NAME MODIFIER
Weapon	Hybrid

Skel Worker Card

PROPERTY

15% more damage to medium monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Boned

Skeleton Card

PROPERTY

+3 ATK

COMPOUNDED ON	NAME MODIFIER
Weapon	Keen

Snake Card

PROPERTY

Poison enemy (5% chance)

COMPOUNDED ON	NAME MODIFIER
Weapon	Untouchable

Soldier Skeleton Card

PROPERTY

+ 9% Critical

COMPOUNDED ON	NAME MODIFIER
Weapon	Critical

Strouf Card

PROPERTY

20% more damage on demon monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Decussate

Vadon Card

PROPERTY

+20% damage to fire property monsters

COMPOUNDED ON	NAME MODIFIER
Weapon	Flammable

Wolf Card

PROPERTY

+5 ATK

COMPOUNDED ON	NAME MODIFIER
Weapon	Wolverine

Zenorc Card

PROPERTY

Poison enemy (5% chance)

COMPOUNDED ON	NAME MODIFIER
Weapon	Venomer's

Angelring Card

PROPERTY

blesses the armor w/ holy property

COMPOUNDED ON	NAME MODIFIER
Armor	Holy

Argiope Card

PROPERTY

enchant armor w/ poison property;
5% tolerance against poison

COMPOUNDED ON	NAME MODIFIER
Armor	Poisoning

Baby Desertwolf Card

PROPERTY

+1 INT

COMPOUNDED ON	NAME MODIFIER
Armor	of Desert

Bathory Card

PROPERTY

enchant armors with shadow property

COMPOUNDED ON	NAME MODIFIER
Armor	Evil

Cornutus Card (not implemented)

PROPERTY

Make armors indestructible

COMPOUNDED ON	NAME MODIFIER
Armor	Immortal

Dokkaebi Card

PROPERTY

Enchant Armor with wind property

COMPOUNDED ON	NAME MODIFIER
Armor	of Zephyrus

Evil Druid Card

PROPERTY

enchant armors with Undead Property;+1 INT

COMPOUNDED ON	NAME MODIFIER
Armor	Deadly

Ghostring Card

PROPERTY

enchant armor w/ Ghost property; 25% HP recovery

COMPOUNDED ON	NAME MODIFIER
Armor	Ghost

Marc Card

PROPERTY

protect from being frozen;
5% tolerance against water property

COMPOUNDED ON	NAME MODIFIER
Armor	Unfrozen

Orc Lord Card

PROPERTY

Reflect 25% of every single physical damage

COMPOUNDED ON	NAME MODIFIER
Armor	Mirror

Pecopeco Card

PROPERTY

+ 150 max HP

COMPOUNDED ON	NAME MODIFIER
Armor	of Ares

Picky Card

PROPERTY

+1 STR

COMPOUNDED ON	NAME MODIFIER
Armor	Extra

Picky Egg Card

PROPERTY

+1 VIT

COMPOUNDED ON	NAME MODIFIER
Armor	Dynamic

Poring Card

PROPERTY

+1 LUK

COMPOUNDED ON	NAME MODIFIER
Armor	Lucky

Pupa Card

PROPERTY

+50 max HP

COMPOUNDED ON	NAME MODIFIER
Armor	Hard

Rocker Card

PROPERTY

+1 DEX

COMPOUNDED ON	NAME MODIFIER
Armor	Skillfull

Roda Frog Card

PROPERTY

+100 to max HP

COMPOUNDED ON	NAME MODIFIER
Armor	of Champion

Sandman Card

PROPERTY

enchant armor with earth property

COMPOUNDED ON	NAME MODIFIER
Armor	of Gnome

Savage Card

PROPERTY

+3 VIT

COMPOUNDED ON	NAME MODIFIER
Armor	of Recovery

Steel Chonchon Card

PROPERTY

+2 DEF , 5% against wind monsters

COMPOUNDED ON	NAME MODIFIER
Armor	of Heman

Swordfish Card

PROPERTY

Enchants armor with water property

COMPOUNDED ON	NAME MODIFIER
Armor	Aqua

Thief Bug Card

PROPERTY

+1 AGI

COMPOUNDED ON	NAME MODIFIER
Armor	Speedy

Cobold Card

PROPERTY

+1 STR; 5% Crit

COMPOUNDED ON	NAME MODIFIER
Accessory	of Counter

Creamy Card

PROPERTY

teleport skill

COMPOUNDED ON	NAME MODIFIER
Accessory	Teleport

Horong Card

PROPERTY

Sight skill (Lvl 1)

COMPOUNDED ON	NAME MODIFIER
Accessory	Clairvoyant

Joker Card

PROPERTY

Steal skill (Lvl 1)

COMPOUNDED ON	NAME MODIFIER
Accessory	of Moonlight

Kukre Card

PROPERTY

+2 AGI

COMPOUNDED ON	NAME MODIFIER
Accessory	Athletic

Mantis Card

PROPERTY

+3 STR

COMPOUNDED ON	NAME MODIFIER
Accessory	of Mustle

Marine Sphere Card

PROPERTY

Magnum Break Skill

COMPOUNDED ON	NAME MODIFIER
Accessory	Blast

Muka Card

PROPERTY

10% HP recovery

COMPOUNDED ON	NAME MODIFIER
Accessory	Robust

d

ME MODIFIER

Hard

rd

ME MODIFIER

Skillfull

ard

P

ME MODIFIER

Champion

ard

h property

ME MODIFIER

f Gnome

rd

ME MODIFIER

f Recovery

n Card

d monsters

ME MODIFIER

of Heman

ard

er property

ME MODIFIER

Aqua

ard

ME MODIFIER

Speedy

Cobold Card
PROPERTY

+1 STR; 5% Crit

COMPOUNDED ON	NAME MODIFIER
Accessory	of Counter

Creamy Card
PROPERTY

teleport skill

COMPOUNDED ON	NAME MODIFIER
Accessory	Teleport

Horong Card
PROPERTY

Sight skill (Lvl 1)

COMPOUNDED ON	NAME MODIFIER
Accessory	Clairvoyant

Joker Card
PROPERTY

Steal skill (Lvl 1)

COMPOUNDED ON	NAME MODIFIER
Accessory	of Moonlight

Kukre Card
PROPERTY

+2 AGI

COMPOUNDED ON	NAME MODIFIER
Accessory	Athletic

Mantis Card
PROPERTY

+3 STR

COMPOUNDED ON	NAME MODIFIER
Accessory	of Mustle

Marine Sphere Card
PROPERTY

Magnum Break Skill

COMPOUNDED ON	NAME MODIFIER
Accessory	Blast

Muka Card
PROPERTY

10% HP recovery

COMPOUNDED ON	NAME MODIFIER
Accessory	Robust

Obeaune Card
PROPERTY

Cure Skill (Lvl 1)

COMPOUNDED ON	NAME MODIFIER
Accessory	Cure

Osiris Card
PROPERTY

full HP/SP when revive

COMPOUNDED ON	NAME MODIFIER
Accessory	of Eternity

Phen Card
PROPERTY

Increase Magic casting delay 10%;
keeps casting magic while hit by enemies

COMPOUNDED ON	NAME MODIFIER
Accessory	Under a Cast

Pirate Skel Card
PROPERTY

Discount Skill (Lvl 1)

COMPOUNDED ON	NAME MODIFIER
Accessory	Discount

Poison Spore Card
PROPERTY

Envenom skill (Lvl 1)

COMPOUNDED ON	NAME MODIFIER
Accessory	Poison

Poporing Card
PROPERTY

detoxify

COMPOUNDED ON	NAME MODIFIER
Accessory	Detoxication

Smokie Card
PROPERTY

Hide Skill

COMPOUNDED ON	NAME MODIFIER
Accessory	Hiding

Spore Card
PROPERTY

+2 VIT

COMPOUNDED ON	NAME MODIFIER
Accessory	of Spore

Tarou Card

PROPERTY	
+2 STR	
COMPOUNDED ON	NAME MODIFIER
Accessory	Double-Forced

Vitata Card

PROPERTY	
Heal Skill (Lvl 1)	
COMPOUNDED ON	NAME MODIFIER
Accessory	Healling

Wormtail Card

PROPERTY	
+2 DEX	
COMPOUNDED ON	NAME MODIFIER
Accessory	Clever

Yoyo Card

PROPERTY	
+5% Perfect Dodge +1 AGI	
COMPOUNDED ON	NAME MODIFIER
Accessory	of Flash

Zerom Card

PROPERTY	
+3 DEX	
COMPOUNDED ON	NAME MODIFIER
Accessory	Nimble

Chonchon Card

PROPERTY	
+1 AGI	
COMPOUNDED ON	NAME MODIFIER
Footgear	Light

Eddga Card (not implemented)

PROPERTY	
enable to endure all the time; -25% max HP	
COMPOUNDED ON	NAME MODIFIER
Footgear	Bearer's

Male Thiefbug Card

PROPERTY	
+2 AGI	
COMPOUNDED ON	NAME MODIFIER
Footgear	of Hermes

Matyr Card

PROPERTY	
+1 AGI; 12% to max hp	
COMPOUNDED ON	NAME MODIFIER
Footgear	Green

Moonlight Flower Card

PROPERTY	
enable to Fast-move all the time; +2 DEX	
COMPOUNDED ON	NAME MODIFIER
Footgear	Hasty

Sohee Card

PROPERTY	
+20% max SP	
COMPOUNDED ON	NAME MODIFIER
Footgear	Soul-Enchanted

Verit Card

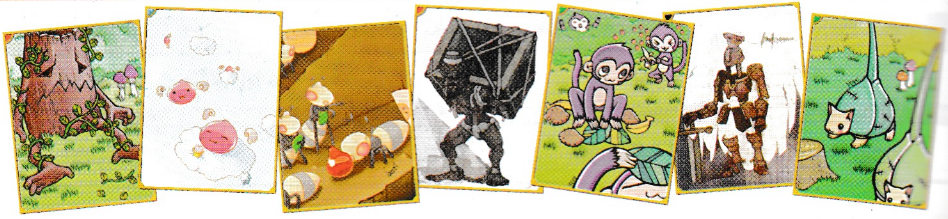
PROPERTY	
+8% max HP/SP	
COMPOUNDED ON	NAME MODIFIER
Footgear	Fledged

Zombie Card

PROPERTY	
+15% HP recovery rate	
COMPOUNDED ON	NAME MODIFIER
Footgear	of Health

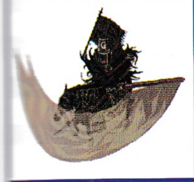
Eggyra Card

PROPERTY	
15% sp recovery	
COMPOUNDED ON	NAME MODIFIER
Footgear	of Witch



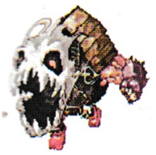
MONS

ABYSSMAL KNIGHT



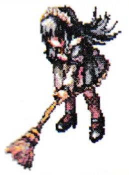
LEVEL	AGI	HP	
79	68	36140	1600
INT	LUK		
25	50	Power M	
VIT	DEF		
64	55	Reins, Blade Lost in	
DEX	MDEF		
135	50	c_tower4,	

ALARM



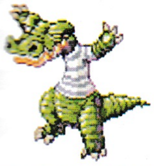
LEVEL	AGI	HP	
58	62	10647	480
INT	LUK		
10	45		
VIT	DEF		
72	15	Needle of Alarm,	
DEX	MDEF		
85	15	c_tower2, c_	

ALICE



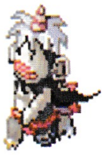
LEVEL	AGI	HP	
62	64	10000	550-
INT	LUK		
85	130		
VIT	DEF		
42	5	Alice's Apron, Ol	
DEX	MDEF		
100	5	gl_c	

ALLIGATOR



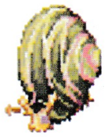
LEVEL	AGI	HP	
42	45	6962	315
INT	LUK		
10	65		
VIT	DEF		
50	15	Worn-out Pr	
DEX	MDEF		
82	15	cn	

AM MUT



LEVEL	AGI	HP	
61	65	11848	10
INT	LUK		
35	45		
VIT	DEF		
40	50	Dokkaebi Ho	
DEX	MDEF		
83	10		

AMBERNITE



LEVEL	AGI	HP	
13	13	495	39
INT	LUK		
5	5		
VIT	DEF		
13	30	Snail's Shell, Garlet,	
DEX	MDEF		
18	0	alde_dun04, gef_fi m	

Card

AME MODIFIER

of Hermes

d

ax hp

AME MODIFIER

Green

er Card

he time;

AME MODIFIER

Hasty

rd

P

AME MODIFIER

ul-Enchanted

d

SP

AME MODIFIER

Fledged

ard

y rate

AME MODIFIER

of Health

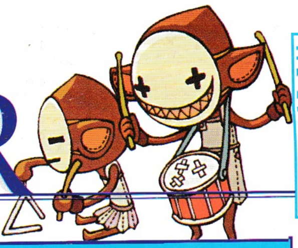
ard

ery

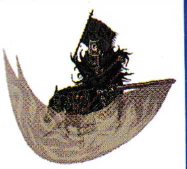
AME MODIFIER

of Witch

MONSTER

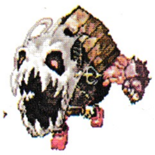


ABYSSMAL KNIGHT



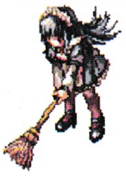
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
79	68	36140	1600~2150	Shadow 4	Demi-human
INT	LUK	SKILLS			
25	50	Power Maximize 1, Brandish Spear 8, Charge Arrow, Splash Attack			
VIT	DEF	DROPS			
64	55	Reins, Blade Lost in Darkness, Lord Clothes, Lance, Broad Sword(1,2), Elunium, Oridecon			
DEX	MDEF	LOCATION			
135	50	c_tower4, gl_cas02, gl_knt02, glast_01		8469	6268

ALARM



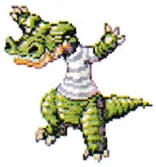
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
58	62	10647	480 ~ 600	Neutral 3	Formless
INT	LUK	SKILLS			
10	45	Increase Agi, Splash Attack			
VIT	DEF	DROPS			
72	15	Needle of Alarm, Clip, Skull, Magnifier, Oridecon, Key of Clock Tower, Zargon, Apple			
DEX	MDEF	LOCATION			
85	15	c_tower2, c_tower3, c_tower4, alde_dun03		3987	2300

ALICE



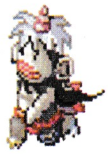
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
62	64	10000	550-700	Neutral 3	Demi-Human
INT	LUK	SKILLS			
85	130	Spear Stab 7, HP Recovery,1 Heal 7			
VIT	DEF	DROPS			
42	5	Alice's Apron, Old Broom, Crystal pumps, Rouge, Apple, Yellow Potion,Kafra Hairband			
DEX	MDEF	LOCATION			
100	5	gl_cas01, gl_cas02, gl_in01		3583	2400

ALLIGATOR



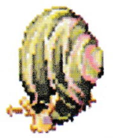
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
42	45	6962	315-360	Water 1	Brute
INT	LUK	SKILLS			
10	65				
VIT	DEF	DROPS			
50	15	Worn-out Prison Uniform, Zargon, Anolian Skin, Yggdrasil Seed, Rough Oridecon			
DEX	MDEF	LOCATION			
82	15	cmf_fild03, cmd_fild05		1379	866

AM MUT



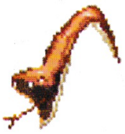
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
61	65	11848	1041-1123	Shadow 1	Demon
INT	LUK	SKILLS			
35	45	Mammonite 10, Adrenaline Rush 1			
VIT	DEF	DROPS			
40	50	Dokkaebi Horn, Rough Elunium, Swordmace (1), Gold, Heaven Ring, Zargon, Glass Bead, Old Card Album			
DEX	MDEF	LOCATION			
83	10	gld_dun payon		7709	2690

AMBERNITE



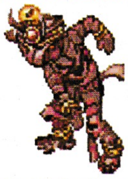
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
13	13	495	39-46	Water 1	Insect
INT	LUK	SKILLS			
5	5				
VIT	DEF	DROPS			
13	30	Snail's Shell, Garlet, Shell, Solid Shell, Crystal Blue, Iron Ore, Rough Elunium, Ambernite Card			
DEX	MDEF	LOCATION			
18	0	alde_dun04, gef_fild04, gef_fild09, gef-fild13, mjolnir_06, mjolnir_07, mjolnir_12		57	38

ANACONDAQ



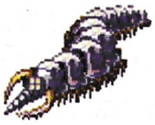
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
23	23	1109	124-157	Poison 1	Brute	
INT	LUK	SKILLS				
10	5	Envenom 3				
VIT	DEF	DROPS				
28	0	Venom Canine, Rough Oridecon, Snake Scale, Yellow Herb, Scale Shell, Emveretarcon, Glaive (3), [illegible]				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
36	0	cmd_fild05, cmd_fild06, cmd_fild09, in_sphinx1, moc_fild18			300	[illegible]

ANCIENT MUMMY



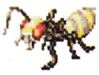
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
64	19	39760	863-1129	Undead 2	Undead	
INT	LUK	SKILLS				
5	35	Poison React 10, Curse 5				
VIT	DEF	DROPS				
32	27	Rotten Bandage, Cyfar, Yellow Potion, Memento, Silver Ring, Glove (1)				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
83	27	moc_pryd06			8040	[illegible]

ANCIENT WORM



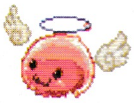
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
67	35	22131	947-1115	Poison 1	Insect	
INT	LUK	SKILLS				
55	72	Venom Dust 10, Envenom10				
VIT	DEF	DROPS				
56	35	Bug Leg, Zargon, Round Shell, Sticky Mucus, Brigan, Cyfar, Amethyst, Boots (1)				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
81	30	gld_dun al de baran			8174	[illegible]

ANDRE



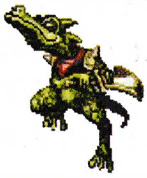
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
17	17	688	60-71	Earth 1	Insect	
INT	LUK	SKILLS				
20	20					
VIT	DEF	DROPS				
24	10	Worm Peeling, Garlet, Sticky Mucus, Iron Ore, Green Live, Star Dust, Rough Elunium, Andre [illegible]				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
26	0	anthell01, anthell02, mjo-dun01, mjolnir_11, moc_fild11. Moc_fild15, moc_fild17			109	[illegible]

ANGELING



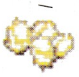
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
20	50	55000	120-195	Holy 4	Angel	
INT	LUK	SKILLS				
75	200	Bash 10, Heal 10, Safety Wall 10, Holy Light				
VIT	DEF	DROPS				
20	0	Yggdrasil Leaf, White Potion, Apple, Scapulare (1), Emperium, Heaven Ring, Angel Wing, Angelring [illegible]				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
68	70	mjolnir_10, pay-fild04, xmas_dun01			163	[illegible]

ANOLIAN



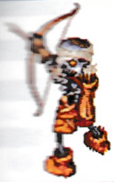
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
63	43	18960	640-760	Water 2	Fish	
INT	LUK	SKILLS				
25	65					
VIT	DEF	DROPS				
58	15	Crystal Arrow, Anolian Skin, White Potion, Red Muffler, Solid Shell, Royal Jelly, Oridecon, [illegible]				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
97	15	alde_dun04, cmd-fild03, gl-sew01, gl_sew02			4378	[illegible]

ANT EGG



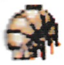
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
4	1	420	1-2	Neutral 3	Formless	
INT	LUK	SKILLS				
0	20					
VIT	DEF	DROPS				
1	20	Jellopy, Shell, Phracon, Sticky Mucus, Empty Bottle, Iron Ore, Andre Egg Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
1	20	anthell01, anthell02, mjolnir_11, moc_fild11. Moc_fild15			5	4

SKELETON



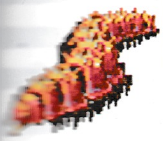
LEVEL	AGI	HP	ATTACK
31	8	3040	128-15
INT	LUK		
5	5		
VIT	DEF		
14	0	Skel Bone, Red Potion, Fire Ar	
DEX	MDEF		
90	0	c_tower1, c_tower2, c_towe pay_dun02,	

LOUSE



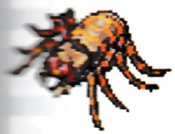
LEVEL	AGI	HP	ATTAC
59	75	6075	570-6
INT	LUK		
5	50		
VIT	DEF		
5	10	Sticky Mucus, S	
DEX	MDEF		
75	15	gl_dun01	

OPE



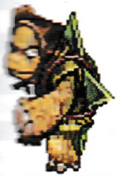
LEVEL	AGI	HP	ATTAC
41	41	4382	395-48
INT	LUK		
10	30		
VIT	DEF		
31	30	Bug Leg, Green	
DEX	MDEF		
56	0	mjolnir-05, mjolni	

OS



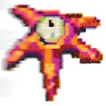
LEVEL	AGI	HP	ATTAC
25	25	1117	158-19
INT	LUK		
5	15		
VIT	DEF		
25	15	Scell, Green Herb, Yel	
DEX	MDEF		
32	0	gef_dun01, gef_dun02, prt_ma	

ULTER



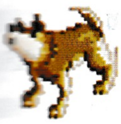
LEVEL	AGI	HP	ATTAC
71	74	15861	764-149
INT	LUK		
35	100		
VIT	DEF		
10	35	Old Shuriken, Yellow Poti	
DEX	MDEF		
100	28	tur_dun0	

TER



LEVEL	AGI	HP	ATTAC
18	19	1372	56-6
INT	LUK		
0	5		
VIT	DEF		
15	0	Sticky Muc	
DEX	MDEF		
34	10	cmd_fild02,	

DESERT WOLF



LEVEL	AGI	HP	ATTAC
9	9	164	30-3
INT	LUK		
5	40		
VIT	DEF		
9	0	Animal Skin, Meat, Ph	
DEX	MDEF		
21	0	cmd_fild05, gef_fild05, moc	

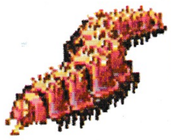
ARCHER SKELETON

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
31	8	3040	128-153	Undead 1	Undead
INT	LUK	SKILLS			
5	5	Double Strafe 1			
VIT	DEF	DROPS			
14	0	Skel Bone, Red Potion, Fire Arrow, Bow (3), Great Bow (3), R. Oridecon, Apple o' Archer, Archer Skeleton Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
90	0	c_tower1, c_tower2, c_tower3, c_tower4, moc_pryd02, moc-pryd03, pay_dun02, pay_dun03, pay_dun04		483	283

ARCLOUSE

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
59	75	6075	570-640	Earth 2	Insect
INT	LUK	SKILLS			
5	50				
VIT	DEF	DROPS			
5	10	Sticky Mucus, Solid Shell, Round Shell, Zargon, Red Gemstone, Great Nature			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
75	15	gl_dun01, gl_dun02, gl_prison1		860	1000

ARGIOPE



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
41	41	4382	395-480	Poison 1	Insect
INT	LUK	SKILLS			
10	30	Envenom 5, Venom Dust 5			
VIT	DEF	DROPS			
31	30	Bug Leg, Green Herb, Zargon, R. Elunium, Amethyst, Boots (1), Argiope Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
56	0	mjolnir-05, mjolnir_10, prt_maze01, prt_maze03		1797	849

ARGOS

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
25	25	1117	158-191	Poison 1	Insect
INT	LUK	SKILLS			
5	15	Envenom 5			
VIT	DEF	DROPS			
25	15	Scell, Green Herb, Yellow Herb, Bug Leg, Cobweb, R. Elunium, Bark Shorts, Argos Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
32	0	gef_dun01, gef_dun02, mjolnir_04, mjolnir_05, mjolnir_10, prt_maze01, prt_maze03		388	188

ASSAULTER

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
71	74	15861	764-1499	Wind 2	Demi-human
INT	LUK	SKILLS			
35	100	Back Slide, Sonic Blow 5			
VIT	DEF	DROPS			
10	35	Old Shuriken, Yellow Potion, Destroyed Armor, Turtle Shell, Zargon, Mastela Fruit, Old Blue Box			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
100	28	tur_dun03, tur_dun04, tur_dun05		6911	3304

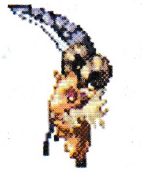
ASTER

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
18	19	1372	56-64	Earth 1	Fish
INT	LUK	SKILLS			
0	5				
VIT	DEF	DROPS			
15	0	Sticky Mucus, Single Cell, Yellow Herb, Zargon, Apple, Coral Reef			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
34	10	cmd_fild02, cmd_fild04, cmd_fild07		122	78

BABY DESERT WOLF

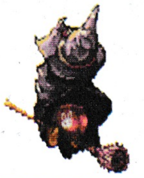
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
9	9	164	30-36	Fire 1	Brute
INT	LUK	SKILLS			
5	40	Adrenaline Rush 1			
VIT	DEF	DROPS			
9	0	Animal Skin, Meat, Phracon, Cotton Shirt (1), Adventurer's Suit (1), Baby Desert Wolf Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
21	0	cmd_fild05, gef_fild05, moc_fild06, moc_fild08, moc_fild09, moc_fild14, prt_fild09		20	16

BAPHOMET JR.



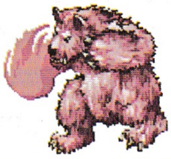
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
50	75	8578	487-590	Dark 1	Demon
INT	LUK	SKILLS			
1	45	Adrenaline Rush 1, Lex Aeterna 1, Increase Agi 1			
VIT	DEF	DROPS			
55	15	Yellow Potion, Evil Horn, Yggdrasil Leaf, Yggdrasil Berry, Halberd (2), Boots (0), Bapho Jr. Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
93	25	c_tower1		2706	1480

BATHORY



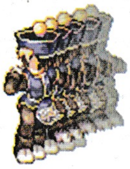
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
44	76	5415	198-398	Dark 1	Demi-human
INT	LUK	SKILLS			
85	15	HP Drain, Status Recovery 1, Lex Divina 2			
VIT	DEF	DROPS			
24	0	Witched Starsand, Star Dust, Star Crumb, Wizard Hat, Arc Wand (2), Old Broom, Old Magicbook, Bathory Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
65	60	c_tower1, gef_dun01, gef_dun02, glast_01		2503	1034

BIGFOOT



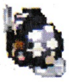
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
25	25	1619	198-220	Earth 1	Brute
INT	LUK	SKILLS			
15	25	Stun 4, Attack Up 1, Endure 1			
VIT	DEF	DROPS			
55	10	Animal Skin, Sweet Potato, Bear's Footskin, Puppet, Honey, R. Oridecon, Poopoo Hat, Bigfoot Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
20	0	mjolnir_03, mjolnir_04 pay_fild07, pay_fild08, py_fild09, pay_fild10, prt_maze01, prt_maze03, pvp_n_8-1		310	188

BONGUN



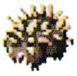
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
32	15	3520	220-260	Undead 1	Undead
INT	LUK	SKILLS			
10	15	Spear Stab 1, Back Slide			
VIT	DEF	DROPS			
36	0	Short Daenggie, Yellow Herb, Orange Potion, Amulet, Old Portrait, Ninja Suit, Worn Out Scroll, Bongun Hat			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
48	0	pay_dun01, pay_dun02, pay_dun03		424	242

BRILIGHT



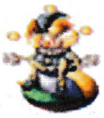
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
46	90	5562	298-383	Fire 1	Insect
INT	LUK	SKILLS			
10	35				
VIT	DEF	DROPS			
15	30	Glitter Shell, Zargon, White Herb, Yggdrasil Leaf, Butterfly Wing, Wind of Verdure, R. Elunium, Stainer Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
50	5	alde_dun03, gl_church, gl_knt01, gl_prison, gl_prison1, pay_fild11		1826	1331

CARAMEL



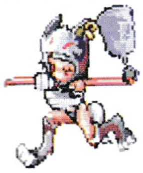
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
23	23	1424	90-112	Earth 1	Brute
INT	LUK	SKILLS			
5	10	Piercing Attack 1			
VIT	DEF	DROPS			
46	5	Animal Skin, Porcupine Quill, Coat (1), Glaive (3), Spear (4), Pike (4), Caramel Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
38	5	mjolnir_03, mjolnir_04 pay_fild07, prt_maze01, prt_maze03		264	162

CARAT



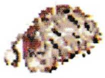
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
51	41	5200	330-417	Wind 2	Demon
INT	LUK	SKILLS			
5	155	Heal 6, Teleport 1, Provoke 10			
VIT	DEF	DROPS			
45	0	Brigan, White Potion, Ice Cream, High Heels, Joker Jester			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
85	25	gl_cas01		1926	1353

CAT O NINE TAIL



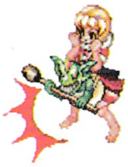
LEVEL	AGI	HP
76	75	63177
INT	LUK	
82	120	Earth Spike
VIT	DEF	
55	61	Brigan, Gold, Puppy
DEX	MDEF	
86	55	

CATERPILLAR



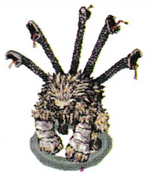
LEVEL	AGI	HP
64	25	14140
INT	LUK	
15	45	
VIT	DEF	
85	47	Feather, Red Potion
DEX	MDEF	
69	29	

CHEPET



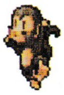
LEVEL	AGI	HP
42	72	4950
INT	LUK	
71	85	
VIT	DEF	
35	0	Apple, Unripe
DEX	MDEF	
65	25	

CHIMERA



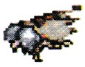
LEVEL	AGI	HP
70	72	32600
INT	LUK	
88	85	
VIT	DEF	
110	30	Brigan, White
DEX	MDEF	
75	10	

CHOCO



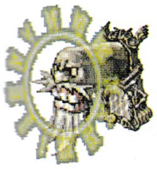
LEVEL	AGI	HP
43	68	4278
INT	LUK	
45	25	
VIT	DEF	
55	5	Yoyo Tail, Banana,
DEX	MDEF	
65	5	

CHON CHON



LEVEL	AGI	HP
4	10	67
INT	LUK	
5	2	
VIT	DEF	
4	10	Jellopy, Shell,
DEX	MDEF	
12	0	gef_fild00, gef_fild04, gef_fild05, moc_fild06, moc_fild07, moc_fild11,

CLOCK



LEVEL	AGI	HP
60	70	11050
INT	LUK	
25	50	
VIT	DEF	
50	15	Needle of Alarm,
DEX	MDEF	
90	10	

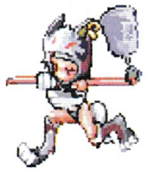
You reach half of the guidebook! Let me insert something… :p if you want to experience this gameplay you may join us @ https:///www.phro.fun – It's a no donation server with 1x rates, enabled MVP & Miniboss cards, single client, Singapore host.

Some Qualities of Life like:
-autorade
-autobuy store
-hourly points & pvp refill pots
-global chat
-mail system

most players are from Philippines. Thank you & Rök On!

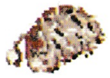
RACE		JOB EXP
Demon	Bapho Jr. Card	1480
emi-human	book, Bathory Card	1034
Brute	Hat, Bigfoot Card	188
Undead	Scroll, Bongun Hat	242
Insect	Elunium, Stainer Card	1331
Brute	aramel Card	162
Demon		1353

CAT O NINE TAIL



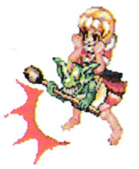
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
76	75	63177	1112-1275	Fire 3	Demon
INT	LUK	SKILLS			
82	120	Earth Spike 5, Fire Bolt 5, Lighning Bolt 5, Endure 7, Mammonite 7, Heal 10			
VIT	DEF	DROPS			
55	61	Brigan, Gold, Puppy Love, Elunium, Oridecon, Punisher, Sil;ver Dagger of Chastity, Purple Box			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
86	55	gld_dun payon		10869	4283

CATERPILLAR



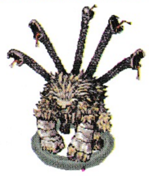
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
64	25	14140	895-1448	Earth 1	Insect
INT	LUK	SKILLS			
15	45	Poison React 5, Envenom 5, Attack Up			
VIT	DEF	DROPS			
85	47	Feather, Red Potion, Brigan, Orange Potion, Blue Potion, Star Crumb, Great Nature, Cap (1)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
69	29	gld_dun prontera		6272	3107

CHEPET



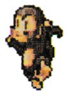
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
42	72	4950	380-440	Fire 1	Demi-human
INT	LUK	SKILLS			
71	85	Status Recovery, Heal 5, Firewall 10			
VIT	DEF	DROPS			
35	0	Apple, Unripe Apple, Orange Potion, Zargo, Red Muffler, Matchstick, Ragamuffin Manteau			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
65	25	xmas_dun01		1518	946

CHIMERA



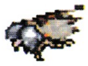
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
70	72	32600	1200-1320	Fire 3	Brute
INT	LUK	SKILLS			
88	85	Heaven's Drive 5, Attack Up 4, Splash Attack			
VIT	DEF	DROPS			
110	30	Brigan, White Potion, Horrendous Hair, Verserk Potion, Oridecon, Great Axe, War Axe(1)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
75	10	beach_dun		4950	3000

CHOCO



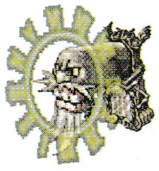
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
43	68	4278	315-402	Fire 1	Brute
INT	LUK	SKILLS			
45	25	Heal 1, Provoke 5, Throwstone 1, Skid Trap 1, Atack Up 2			
VIT	DEF	DROPS			
55	5	Yoyo Tail, Banana, Banana Juice, Tropical Banana, Elunium, Yggdrasil Berry, Claw of Monkey, Yoyo Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
65	5	prt_fild03, prt_maze01, prt_maze03		1265	1265

CHON CHON



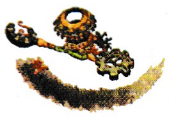
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
4	10	67	10-13	Wind 1	Insect
INT	LUK	SKILLS			
5	2	Attack Up 1			
VIT	DEF	DROPS			
4	10	Jellopy, Shell, Iron Ore, Fly Wing, Iron, Cutter(1), Chonchon Doll, Chonchon Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
12	0	gef_fild00, gef_fild04, gef_fild05, gef_fild07, mjolnir_01, mjolnir_06, mjolnir_09, moc_fild04, moc_fild05, moc_fild06, moc_fild07, moc_fild11, moc_fild12, moc_fild18, orcsdun01, orcsdun02, prt_fild08, prt_fild09, prt_maze01		5	4

CLOCK



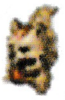
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
60	70	11050	720-909	Earth 2	Formless
INT	LUK	SKILLS			
25	50	Decrease Agi 2			
VIT	DEF	DROPS			
50	15	Needle of Alarm, Trunk, White Potion, Verser Potion, Elunium, Key of Clocktower, Key of Underground			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
90	10	c_tower2		3410	2904

CLOCK TOWER MANAGER



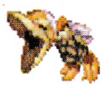
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
63	75	18600	880-1180	Neutral 4	Formless	
INT	LUK	SKILLS				
64	60	Lex Divina 5, Claymore Trap 5, Teleport 1, Blind Attack, Magical Attack				
VIT	DEF	DROPS				
20	35	Needle of Alarm, Brigan, Steel, Hinalle Leaflet, Key of Clock Tower, Key of Underground, Memory Book				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
75	30	c_tower1, c_tower2, c_tower3, c_tower4			3410	2904

COCO



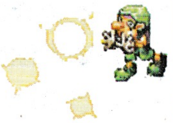
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
17	17	817	56-67	Earth 1	Brute	
INT	LUK	SKILLS				
20	10	Throw Stone				
VIT	DEF	DROPS				
34	0	Animal Skin, Fluff, Sweet Potatoe, Acorn, Hood (1), Sandals (1), Coco Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
24	0	gef_fild03, gef_fild11, mjolnir_06, mjolnir_07, prt_fild11, prt_maze01, prt_maze03			120	78

CONDOR



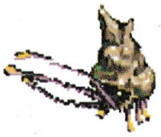
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
5	13	92	11-14	Wind 1	Brute	
INT	LUK	SKILLS				
0	10	Adrenaline Rush 1				
VIT	DEF	DROPS				
5	0	Feather of Birds, Talon, Arrow, Meat, Yellow Gemstone, Bow (4), Condor Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
13	0	cmd_fild09, moc_fild01, moc_fild02, moc_fild04, moc_fild05, moc_fild06, moc_fild09, moc_fild10, moc_fild13, prt_fild09			6	5

COOKIE



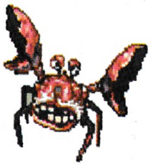
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
25	35	950	130-145	Neutral 2	Demi-human	
INT	LUK	SKILLS				
53	90	Heal 3, NapalmBeat 10				
VIT	DEF	DROPS				
20	0	Candy, Well-Baked Cookie, Candy Cane, Dark Green, Dye Stuff, Stardust, Sandals (1), Hood (1)				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
37	25	cmd_fild01, xmas_dun01			310	188

CORNUTUS



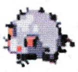
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
23	23	1620	109-131	Water 1	Fish	
INT	LUK	SKILLS				
5	12					
VIT	DEF	DROPS				
23	30	Conch, Scell, Solid Shell, Blue Gemstone, Crystal BLue, R. Elunium, Shield (1), Cornutus Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
36	0	beach_dun03, cmd_fild02, iz_dun01, iz_dun02			240	149

CRAB



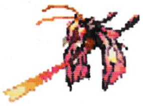
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
20	20	2451	71-81	Water 1	Fish	
INT	LUK	SKILLS				
0	15					
VIT	DEF	DROPS				
15	35	Crab Shell, Nipper, Sone, Stardust, R. Elunium				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
36	0	cmd_fild02, cmd_fild04, cmd_fild07			163	101

CRAMP



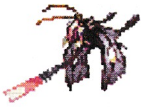
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
56	85	4720	395-465	Poison 2	Brute	
INT	LUK	SKILLS				
5	60	Envenom 6, Splash Attack				
VIT	DEF	DROPS				
35	0	Monster Feed, Claw of Rat, Glass Bead, Oridecon, Berserk Potion, Sapphire, BLue Herb, Tarou Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
65	5	alde_dun03, gl_prison1, gl_sew01, gl_sew02, gl_sew03, gl_sew04, pvp_n_8-2			2300	1513

CREAMY



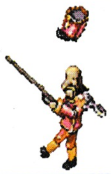
LEVEL	AGI	HP
16	40	595
INT	LUK	
15	55	
VIT	DEF	
16	0	Powder of Butterfly,
DEX	MDEF	
16	30	gef_fild06, gef_fild08, prt_fild03,

CREAMY FEAR



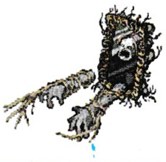
LEVEL	AGI	HP
62	40	13109
INT	LUK	
15	55	
VIT	DEF	
16	45	Cyfar, Powder of
DEX	MDEF	
68	30	

CRUISER



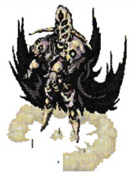
LEVEL	AGI	HP
35	40	2820
INT	LUK	
10	25	
VIT	DEF	
10	5	Scell,
DEX	MDEF	
90	5	

DARK FRAME



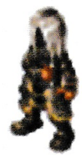
LEVEL	AGI	HP
59	72	7500
INT	LUK	
45	25	
VIT	DEF	
42	10	
DEX	MDEF	
85	45	

DARK ILLUSION



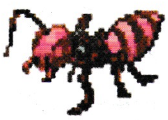
LEVEL	AGI	HP
77	100	101487
INT	LUK	
100	40	
VIT	DEF	
40	64	Cyfar, Brigan, White
DEX	MDEF	
97	70	

DARK PRIEST



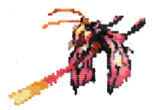
LEVEL	AGI	HP
59	54	9660
INT	LUK	
95	60	
VIT	DEF	
38	30	Red
DEX	MDEF	
82	60	

DENIRO



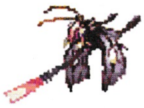
LEVEL	AGI	HP
19	19	760
INT	LUK	
20	10	
VIT	DEF	
30	15	Worm Peeling,
DEX	MDEF	
43	0	anthell01, anthell02,

CREAMY



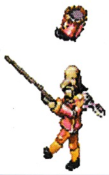
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
16	40	595	53-64	Wind 1	Insect
INT	LUK	SKILLS			
15	55	Teleport 1, Sleep 5			
VIT	DEF	DROPS			
16	0	Powder of Butterfly, Butter FLy WIngs, Flower, Honey, Fancy FLower, Silk Robe, Creamy Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
16	30	gef_fild06, gef_fild08, gef_fild13, mjolnir_01, mjolnir_02, prt_fild00, prt_fild03, prt_fild07, prt_fild10, prt_maze01, prt_maze03		105	70

CREAMY FEAR



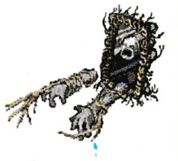
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
62	40	13109	667-829	Wind 1	Insect
INT	LUK	SKILLS			
15	55	Teleport 1, Curse 5			
VIT	DEF	DROPS			
16	45	Cyfar, Powder of Butterfly, Butterfly Wing, Honey, Silver Robe (1), Book, Mastela Fruit, Arc Wand (2)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
68	30	gld_dun prontera		7365	2691

CRUISER



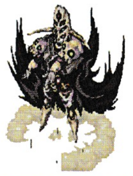
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
35	40	2820	175-215	Neutral 3	Formless
INT	LUK	SKILLS			
10	25	Double Attack 1			
VIT	DEF	DROPS			
10	5	Scell, Iron, Manacles, ROugh Wind, R. Oridecon, Amethyst, MonkHat			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
90	5	xmas_dun02		1100	450

DARK FRAME



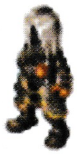
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
59	72	7500	960-1210	Dark 3	Demon
INT	LUK	SKILLS			
45	25	Curse 5, Blind 5, HP Drain			
VIT	DEF	DROPS			
42	10	Brigan, Red Frame, Manteau, Star Crumb, Crystal Mirror			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
85	45	gl_cas01, gl_in01		3652	3271

DARK ILLUSION



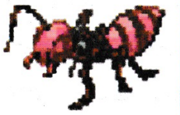
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
77	100	101487	1300-1983	Undead 4	Demon
INT	LUK	SKILLS			
100	40	Curse 1, Firewall 7, Meteor Storm 9			
VIT	DEF	DROPS			
40	64	Cyfar, Brigan, White Potion, Mastela Fruit, Ragamuffin Manteau, Broad Sword (2), Bone Wand,Bone Helm			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
97	70	gld_dun geffen		11163	4181

DARK PRIEST



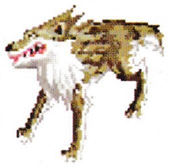
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
59	54	9660	298-370	Dark 4	Demi-human
INT	LUK	SKILLS			
95	60				
VIT	DEF	DROPS			
38	30	Red Gemstone, Rosary, Book of the Apocalypse, Hand of God Blue Potion			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
82	60	Not Implimented		3320	2974

DENIRO



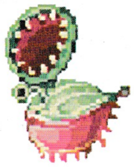
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
19	19	760	68-79	Earth 1	Insect
INT	LUK	SKILLS			
20	10				
VIT	DEF	DROPS			
30	15	Worm Peeling, Sticky Mucus, Garlet, Stardust, R. Elunium, Red Blood, Andre Card Iron One			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
43	0	anthell01, anthell02, mjo_dun01, mjolnir_11, moc_fild11, moc_fild15		135	85

DESERT WOLF



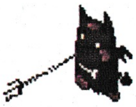
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
27	27	1716	169-208	Fire 1	Brute	
INT	LUK	SKILLS				
15	10	Throw Sand, Adrenaline Rush 1, Piercing Attack				
VIT	DEF	DROPS				
45	0	Claw of Desert Wolf, Wolf Claw, Meat, R. Oridecon, Katar (2), Stiletto (3), Mink Coat, Desert Wolf Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
56	10	cmd_fild05, moc_fild14			427	266

DEVIACE



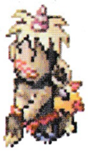
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
47	47	19192	514-674	Water 4	Fish	
INT	LUK	SKILLS				
48	25	Water Ball 4				
VIT	DEF	DROPS				
62	10	Ancient Lips, Ancient Tooth, Mystic Frozen, Aerial, Detrimindexta, R. Oridecon, Katar of Cold Icicle, Deviace Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
62	20	iz_dun04			2105	1329

DEVIRUCHI



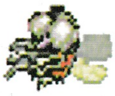
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
46	69	7360	475-560	Dark 1	Demon	
INT	LUK	SKILLS				
55	30	Jupitel Thunder 1, Spear Boomerang 1, Silence Attack				
VIT	DEF	DROPS				
40	10	Little Evil Horn, Zargon, R. Oridecon, Little Evil Wing, Partizan (2), Evil Wing, Hand of God, Deviruchi Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
87	25	c_tower2, gef_dun03, gl_cas02			2662	1278

DOKEBI



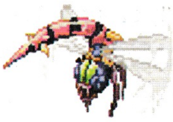
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
33	50	2697	197-249	Dark 1	Demon	
INT	LUK	SKILLS				
35	40	Adrenaline Rush 1, Mammonite 5, Attack Up, Random Property Mutation				
VIT	DEF	DROPS				
40	0	Dokkaebi Horn, Club (3), Swordmace (1), Mighty Staff, R. Elunium, Hammer of Blacksmith, Gold, Dokkaebi Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
69	10	pay_fild07			889	455

DRAGON FLY



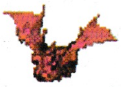
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
8	20	2400	20-27	Wind 1	Insect	
INT	LUK	SKILLS				
15	5	Summon Chonchon, Silence Attack				
VIT	DEF	DROPS				
8	40	Red Potion, Grape Juice, Chonchon Doll, Amethyst, Rusty Iron, Clip, Sweet Gent, Chonchon Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
17	0	moc_fild06			88	44

DRAGON TAIL



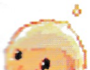
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
61	68	11883	520-715	Wind 2	Insect	
INT	LUK	SKILLS				
5	67	Sleep 5, Silence Attack				
VIT	DEF	DROPS				
15	25	Wing of Dragonfly, Round Shell, Solid Shell, Fly Wing, Butterfly Wing, Fancy Flower, Cap (0)				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
67	19	tur_dun01			3587	1453

DRAINLIAR



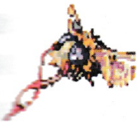
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
24	36	1162	74-84	Dark 2	Animal	
INT	LUK	SKILLS				
0	0	HP Drain, Blind Attack				
VIT	DEF	DROPS				
24	0	Wing of Red Bat, Tooth of Bat, Red Herb, Emveretarcon, Sardonyx, R. Oridecon, Drainliar Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
78	0	alde_dun01, alde_dun02, gl_sew01, in_sphinx01, in_sphinx02, in_sphinx03, mjo_dun01, mjo_dun02, moc_pryd02, moc_pryd03, orcsdun01			431	176

ROPS



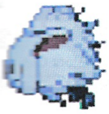
LEVEL	AGI	HP	ATTAC
3	3	55	10-1
INT	LUK		
0	15		
VIT	DEF		
3	0	Jellopy, Sticky M	
DEX	MDEF		
12	0	cmd_fild06, cmd_fild07, cmd moc_fild05, moc_fild06, moc moc_fild18, pay	

USTINESS



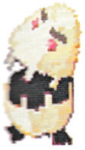
LEVEL	AGI	HP	ATTAC
21	53	1044	80-1
INT	LUK		
0	5		
VIT	DEF		
17	0	Red Herb, Insect Fee	
DEX	MDEF		
38	10	gef_dun00, gef_dun01, prt_m	

CLIPSE



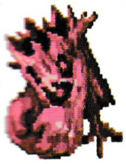
LEVEL	AGI	HP	ATTA
6	36	1800	20-2
INT	LUK		
0	80		
VIT	DEF		
6	0	Carrot, Carrot Juice, Rain	
DEX	MDEF		
11	40	prt_	

GGYRA



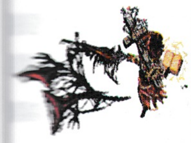
LEVEL	AGI	HP	ATTA
24	36	633	85-1
INT	LUK		
0	0		
VIT	DEF		
24	20	Scell, Red Herb, Pe	
DEX	MDEF		
32	25	pay_dun01, pay	

LDER WILLOW



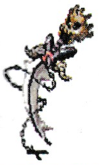
LEVEL	AGI	HP	ATTA
20	20	693	58-
INT	LUK		
35	30		
VIT	DEF		
25	10	Sweet Potato, Resin, Trunk,	
DEX	MDEF		
38	30	pay_fild08, pay	

IL DRUID



LEVEL	AGI	HP	ATTA
58	29	16506	420-
INT	LUK		
80	30	HP Drai	
VIT	DEF		
58	5	White Herb, Yggdrasil Le	
DEX	MDEF		
68	60	gl_church, gl_	

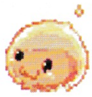
XECUTIONER



LEVEL	AGI	HP	ATTA
65	85	28980	570-
INT	LUK		
25	60	Maximize	
VIT	DEF		
40	35	Steel, Oridecon, Blo	
DEX	MDEF		
88	35	c	

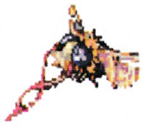
RACE	
Brute	
oat, Desert Wolf Card	
XP	JOB EXP
	266
RACE	
Fish	
old Icicle, Deviace Card	
XP	JOB EXP
	1329
RACE	
Demon	
f God, Deviruchi Card	
XP	JOB EXP
2	1278
RACE	
Demon	
lutation	
th, Gold, Dokkaebi Card	
EXP	JOB EXP
9	455
RACE	
Insect	
ent, Chonchon Card	
EXP	JOB EXP
8	44
RACE	
Insect	
cy Flower, Cap (0)	
EXP	JOB EXP
57	1453
RACE	
Animal	
econ, Drainliar Card	
EXP	JOB EXP
31	176

DROPS



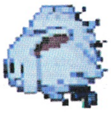
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
3	3	55	10-13	Fire 1	Plant
INT	LUK	SKILLS			
0	15	Sleep Attack			
VIT	DEF	DROPS			
3	0	Jellopy, Sticky Mucus, Apple, Empty Bottle, Rod (4), Orange Juice, Drops Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
12	0	cmd_fild06, cmd_fild07, cmd_fild08, cmd_fild09, moc_fild01, moc_fild04, moc_fild05, moc_fild06, moc_fild07, moc_fild11, moc_fild12, moc_fild17, moc_fild18, pay_fild04, pay_fild09, xmas_dun01		4	3

DUSTINESS



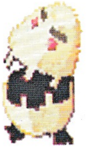
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
21	53	1044	80-102	Wind 2	Insect
INT	LUK	SKILLS			
0	5	Sleep 5			
VIT	DEF	DROPS			
17	0	Red Herb, Insect Feeler, Moth Dust, Moth Wings, Star Dust, Masquerade, Dustiness Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
38	10	gef_dun00, gef_dun01, mjolnir_02, mjolnir_03, pay_fild11, prt_maze01, prt_maze03		218	140

ECLIPSE



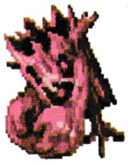
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
6	36	1800	20-26	Neutral 3	Brute
INT	LUK	SKILLS			
0	80	Summon Lunatic, Guided Attack			
VIT	DEF	DROPS			
6	0	Carrot, Carrot Juice, Rainbow Carrot, Opal, Glass Bead, Cute Ribbon, 4 Leaf Clover, Lunatic Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
11	40	prt_fild02, prt_maze03		60	55

EGGYRA



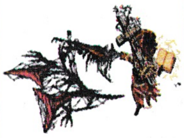
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
24	36	633	85-107	Ghost 2	Formless
INT	LUK	SKILLS			
0	0				
VIT	DEF	DROPS			
24	20	Scell, Red Herb, Pet Incubator, Piece of Egg Shell, Egg Shell, R. Elunium, Eggyra Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
32	25	pay_dun01, pay_fild07, pay_fild09, pay_fild10		215	220

ELDER WILLOW



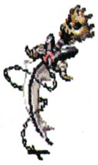
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
20	20	693	58-70	Fire 2	Plant
INT	LUK	SKILLS			
35	30	Fire Bolt 3, Napalm Beat 10			
VIT	DEF	DROPS			
25	10	Sweet Potato, Resin, Trunk, Dead Branch, Red Blood, Wooden Mail (1), R. Elunium, Elder Willow Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
38	30	pay_fild08, pay_fild09, prt_fild10, prt_fild11		163	101

EVIL DRUID



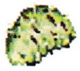
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
58	29	16506	420-670	Undead 4	Undead
INT	LUK	SKILLS			
80	30	HP Drain, Heaven’s Drive 4, StormGust 6, Curse 5, Splash Attack			
VIT	DEF	DROPS			
58	5	White Herb, Yggdrasil Leaf, Amulet, Bible, Biretta (1), Ragamuffin Manteau, Bone Wand, Evil Druid Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
68	60	gl_church, gl_knt01, in_sphinx4, mjo_dun03		2890	1827

EXECUTIONER



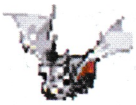
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
65	85	28980	570-950	Dark 2	Formless
INT	LUK	SKILLS			
25	60	Maximize Power 1, Spear Boomerang 7, Couner Attack 5, Darkness 3			
VIT	DEF	DROPS			
40	35	Steel, Oridecon, Bloody Edge, Blade (4), Lapier (3), Scimitar (3), Ring Pommel Saber (3)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
88	35	c_tower4c_tower4		4730	3536

FABRE



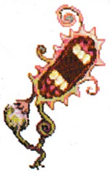
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
2	2	63	8-11	Earth 1	Insect
INT	LUK	SKILLS			
0	5				
VIT	DEF	DROPS			
4	0	FLuff, Clover, Feather, Club (3, 4), Emerald, Green Herb, Fabre Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
7	0	gef_fild00, gef_fild04, gef_fild05, gef_fild07, mjolnir_02, pay_fild01, pay_fild02, pay_fild03, pay_fild06, pay_fild11, prt_fild00, prt_fild01, prt_fild02, prt_fild03, prt_fild05, prt_fild06, prt_fildo7, prt_fild08		3	2

FARMILIAR



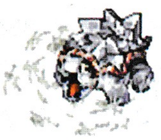
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
8	12	155	20-28	Dark 1	Brute
INT	LUK	SKILLS			
5	0	Darkness 1, Blind 3			
VIT	DEF	DROPS			
8	0	Tooth of Bat, Red Herb, Fly ing, Grape, Ribbon (1), Falchion (4), Concentration Potion, Farmiliar Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
28	0	anthell1, anthell2, gef_dun00, gef_dun01, mjo_dun01, moc_pryd01, orcsdun01, orcsdun02, pay_dun00, pay_dun01, prt_sewb1, prt_sewb2, prt_sewb3		28	15

FLORA



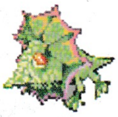
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
26	26	2092	242-273	Earth 1	Plant
INT	LUK	SKILLS			
5	80	HP Drain			
VIT	DEF	DROPS			
35	10	Stem, Aloe Leaflet, Aloe, Sunflower, Man Eater Blossom, Witherless Rose, Flora Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
43	35	gl_knt01, mjolnir_04, mjolnir_05		357	226

FREEZER



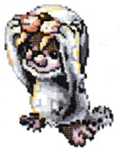
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
72	41	12263	672-984	Water 2	Brute
INT	LUK	SKILLS			
5	100	Frost Driver			
VIT	DEF	DROPS			
59	55	Broken Shell, Turtle Shell, Ice Piece, Zargon Royal Jelly, Cyfar, Mace (3)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
67	43	tur_dun01, tur_dun02, tur_dun03, tur_dun04		5565	2197

FRILLDORA



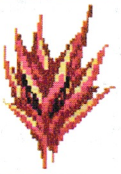
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
30	30	2023	200-239	Fire 1	Brute
INT	LUK	SKILLS			
15	30	Triple Attack, Cloaking 1			
VIT	DEF	DROPS			
38	0	Frill, Red Potion, Reptile Tongue, Zargon, Yellow Gemstone, Emerald, R. Elunium, Frilldora Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
53	10	cmd_fild05, moc_fild17		529	319

FUR SEAL



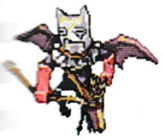
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
63	28	12942	845-1202	Water 1	Brute
INT	LUK	SKILLS			
15	84	Triple Attack			
VIT	DEF	DROPS			
22	25	Cyfar, Apple, Zargon, Blue Herb, Panacea, Glass Bead, Guisarme (3), Coat (1)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
69	33	cmd_fild02		4501	2035

GAJOMART



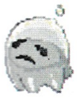
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
63	34	13386	916-984	Fire 4	Formless
INT	LUK	SKILLS			
5	140	Sonic Blow 5, Magnum Break 10, Sight, Blind 5, Summon Horong			
VIT	DEF	DROPS			
10	85	Stone Heart, Zargon, Fire Arrow, Yellow Potion, Bomb Wick, Steel, Flame Heart			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
75	50	gld_dun payon		6625	2900

GARGOYLE



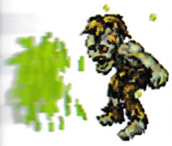
LEVEL	AGI	HP	ATTA
48	61	3950	290-3
INT	LUK		
20	40		
VIT	DEF		
20	10	Zargon,	
DEX	MDEF		
126	10	cmd_fild06, cmd_fil	

GHOSTRING



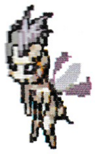
LEVEL	AGI	HP	ATTA
18	27	73300	82-1
INT	LUK		
45	30	So	
VIT	DEF		
18	0	Fabric, Dead Branch, Gho	
DEX	MDEF		
72	60	gld_dun0	

GHOUL



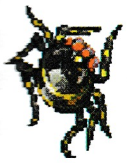
LEVEL	AGI	HP	ATTA
39	20	5118	420-5
INT	LUK		
0	20		
VIT	DEF		
29	5	*HorrendousMouth, Gree*	
DEX	MDEF		
33	20	gl_church, gl_chyard, m	

GIANT HORNET



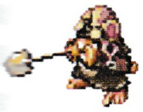
LEVEL	AGI	HP	ATTA
56	38	12834	650-8
INT	LUK		
10	64		
VIT	DEF		
32	38	Sweet Potato, Hone	
DEX	MDEF		
71	43	gl	

GIANT SPIDER



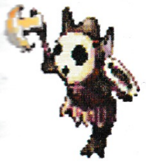
LEVEL	AGI	HP	ATTA
55	36	11628	625-
INT	LUK		
5	69		
VIT	DEF		
43	41	Cobweb, Bug L	
DEX	MDEF		
73	28	gl	

GIEARTH



LEVEL	AGI	HP	ATTA
29	29	2252	154-
INT	LUK		
60	105		
VIT	DEF		
46	10	Elder Pixie's Mousta	
DEX	MDEF		
64	50	anthell01	

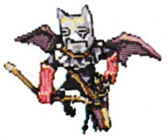
GOBLIN (AXE)



LEVEL	AGI	HP	ATTA
24	24	1034	132-
INT	LUK		
15	10		
VIT	DEF		
24	10	Scell, Iron, Ye	
DEX	MDEF		
24	5	gef	

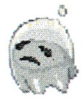
OB EXP
2
niliar Card
JOB EXP
15
Card
JOB EXP
226
JOB EXP
2197
E
e
lldora Card
JOB EXP
319
CE
ate
(1)
JOB EXP
2035
CE
mless
Heart
JOB EXP
2900

GARGOYLE



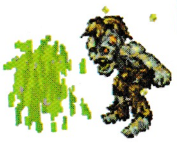
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
48	61	3950	290-360	Wind 3	Demon
INT	LUK	SKILLS			
20	40	Charge Arrow, Double Strafe			
VIT	DEF	DROPS			
20	10	Zargon, Little EVil Wing, Mute Arrow, Bow Thimble, R. Elunium			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
126	10	cmd_fild06, cmd_fild08, gl_dun02, gl_sew02, gl_sew03		1650	1650

GHOSTRING



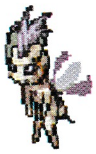
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
18	27	73300	82-122	Ghost 4	Demon
INT	LUK	SKILLS			
45	30	Soul Strike 10, Decrease Agi 1, Cloaking 1, Teleport 1			
VIT	DEF	DROPS			
18	0	Fabric, Dead Branch, Ghost Bandana, Thief Clothes (0, 1), Old Blue Box, Emperium, Ghostring Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
72	60	gld_dun04, pay_fild04, treasure01		101	108

GHOUL



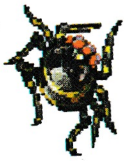
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
39	20	5118	420-500	Undead 2	Undead
INT	LUK	SKILLS			
0	20	Poison Attack			
VIT	DEF	DROPS			
29	5	HorrendousMouth, Green Potion, White Herb, Memento, R. Oridecon, Skull Ring, Ghoul Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
33	20	gl_church, gl_chyard, moc_pryd04, moc_pryd05, pvp_n_8-4		882	541

GIANT HORNET



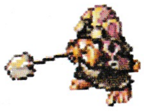
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
56	38	12834	650-851	Wind 1	Insect
INT	LUK	SKILLS			
10	64	Stun 5, Bash 5, Attack Up			
VIT	DEF	DROPS			
32	38	Sweet Potato, Honey, Royal Jelly, Mastela Fruit, Yggdrasil Leaf, Staff (3), Belt (1), Pearl			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
71	43	gld_dun al de baran		5758	2006

GIANT SPIDER



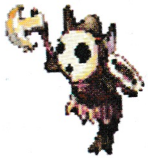
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
55	36	11628	625-802	Poison 1	Insect
INT	LUK	SKILLS			
5	69	Grim Tooth 5, Envenom 5, Attack Up, Poison			
VIT	DEF	DROPS			
43	41	Cobweb, Bug Leg, Solid Shell, Round Shell, Brigan, Cyfar, Panacea, R. Elunium			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
73	28	gld_dun al de baran		6211	2146

GIEARTH



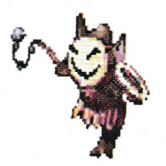
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
29	29	2252	154-185	Earth 1	Demon
INT	LUK	SKILLS			
60	105	Throw Sand 1, Sandman Trap 5, Charged Attack			
VIT	DEF	DROPS			
46	10	Elder Pixie's Moustache, Coal, Stardust, Great Nature, Cap (1), Elven Ears, Giearth Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
64	50	anthell01, anthell02, mjo_dun01		495	301

GOBLIN (AXE)



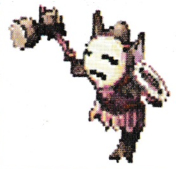
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
24	24	1034	132-165	Poison 1	Demi-human
INT	LUK	SKILLS			
15	10				
VIT	DEF	DROPS			
24	10	Scell, Iron, Yellow Herb, Red Potion, Red Bandana, Bucler (1), Goblin Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
24	5	gef_fild02, gef_fild11		357	176

GOBLIN (FLAIL)



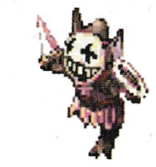
LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
24	24	15	10	24	10	65	5	1034	88-100	Fire 1	Demi-human		Scell, Iron, Yellow Herb, Red Potion, Flail (3), Buckler (1), Indian Fillet, Goblin Card	gef_fild02, gef_fild11	287	176

GOBLIN (HAMMER)



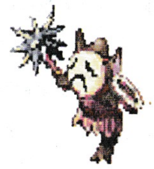
LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
23	23	15	10	46	10	36	5	1359	109-131	Earth 1	Demi-human		Scell, Iron, Red Potion, Green Live, Zoro Masque, Smasher (3), Buckler (1), Goblin Card	gef_fild02, gef_fild11	264	164

GOBLIN (KNIFE)



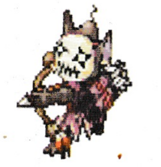
LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
25	53	20	10	25	10	38	5	1176	118-140	Wind 1	Demi-human		Scell, Iron, Red Potion, Goblin Mask, Buckler (1), Dirk (3), R. Oridecon, Goblin Card	gef_fild11	310	188

GOBLIN (MORNINGSTAR)



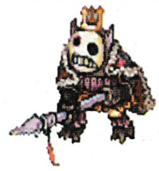
LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
22	22	15	10	22	10	32	5	1952	105-127	Water 1	Demi-human		Scell, Iron, Yellow Herb, Red Potion, Wand (3), Buckler (1), Goblin Card	gef_fild02, gef_fild11	241	152

GOBLIN ARCHER



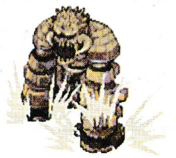
LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
28	15	15	20	20	0	72	0	1750	89-113	Poison 1	Demi-human	Double Strafe 1	Scell, Iron , Red Potion, Goblin Mask, Oridecon Arrow, Awakening Potion, Composite Bow (4)	cmd_fild06, cmd_fild08, cmd_fild09, gef_fild02	461	284

GOBLIN LEADER



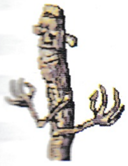
LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
64	55	30	58	37	48	69	16	19735	663-753	Wind 1	Demi-human	Maximize Power, Summon Goblin, Unknown Attack	Brigan, Yellow Potion, Iron, Steel, R. Oridecon, Silver Ring, Goblin Mask, Shield (1)	gef_fild02	6036	2184

GOLEM



LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
25	15	0	0	25	40	15	0	3900	175-187	Neutral 3	Formless	Endure 1, Stun 4	Stone Heart, Zargon, Yellow Gemstone, Iron, Coal, Steel, R. Elunium, Golem Card	cmd_fild04, moc_fild08	465	94

REATEST GENERAL

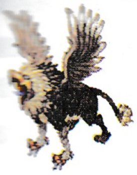


LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTAC
40	20	55	140	60	15	82	15	3632	350-4

Trunk

cmd_fild01, cmd_fild03,

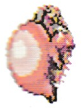
PHON



LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK
72	95	65	75	78	35	115	35	27800	880-126

Talon of Gryphon, Brigan,

LLINBURSTI



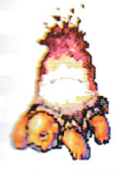
LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTAC
62	25	5	45	60	10	70	15	20890	699-1

Incre

Maine, Zargon,

gl

EATER

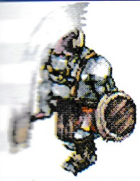


LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTAC
68	47	5	100	25	40	71	42	15648	682-1

Turtle Shell, Broken Sh

tur_

GH ORC

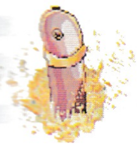


LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTAC
52	46	35	40	55	15	82	5	6890	428-5

Ogre Tooth, Orcish Voucher,

alde_

ODE

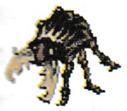


LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTAC
26	26	5	40	42	0	49	30	2282	146-1

Earth Worm Peeling, Sticky

cmd_fild09, moc_fild14,

ORN



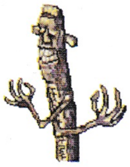
LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTAC
18	18	10	15	28	10	47	0	659	58-6

Horn, Shell, Em

gef_fild10, mjolnir_06,
mjolnir_11, pay_fi

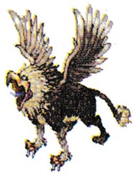
ACE
i-human
in Card
JOB EXP
176
ACE
i-human
oblin Card
JOB EXP
164
ACE
i-human
in Card
JOB EXP
188
ACE
i-human
rd
JOB EXP
152
ACE
i-human
site Bow (4)
JOB EXP
284
ACE
i-human
ield (1)
JOB EXP
2184
ACE
rmless
n Card
JOB EXP
94

GREATEST GENERAL



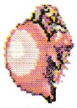
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
40	20	3632	350-400	Fire 2	Formless
INT	LUK	SKILLS			
55	140	Pneuma			
VIT	DEF	DROPS			
60	15	Trunk, Brigan, Club (3), Yellow Potion, Amulet, Stop Post			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
82	15	cmd_fild01, cmd_fild03, pay_dun03, pay_dun04, pay_fild09		1238	752

GRYPHON



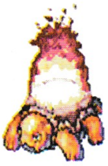
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
72	95	27800	880-1260	Wind 4	Brute
INT	LUK	SKILLS			
65	75	Atack Up, Pierce 1			
VIT	DEF	DROPS			
78	35	Talon of Gryphon, Brigan, Soft Feather, Guisarme (3), R. Elunium, Rough Wind, Oridecon, Pole Axe			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
115	35	cmd_fild08		5896	4400

GULLINBURSTI



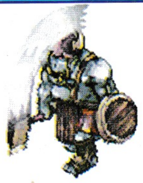
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
62	25	20890	699-1431	Earth 2	Brute
INT	LUK	SKILLS			
5	45	Increase Agi 1, Endure 1, Stun 5, Summon Sidewinder			
VIT	DEF	DROPS			
60	10	Maine, Zargon, Awakening Potion, Animal Gore, Eagle Eyes, Anodyne, Belt (1)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
70	15	gld_dun prontera		5814	2376

HEATER



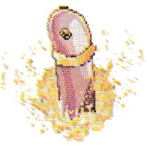
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
68	47	15648	682-1007	Fire 2	Brute
INT	LUK	SKILLS			
5	100	Magnum Break 10			
VIT	DEF	DROPS			
25	40	Turtle Shell, Broken Shell, Red Potion, Zargon, Brigan, Royal Jelly, Mace (4), Half Burnt Log			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
71	42	tur_dun03, tur_dun04		5688	2359

HIGH ORC



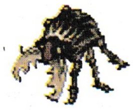
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
52	46	6890	428-533	Fire 2	Demi-human
INT	LUK	SKILLS			
35	40	Bash 3, Attck Up, Provoke, HP Recovery			
VIT	DEF	DROPS			
55	15	Ogre Tooth, Orcish Voucher, Orange Potion, Zargon, Orcish Axe, Steel, R. Oridecon, Orc Warrier Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
82	5	alde_dun02, gef_fild14		3618	1639

HODE



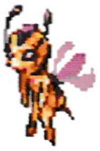
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
26	26	2282	146-177	Earth 2	Brute
INT	LUK	SKILLS			
5	40	Hde 1, Heal 3, Grimtooth 1			
VIT	DEF	DROPS			
42	0	Earth Worm Peeling, Sticky Mucus, Green Live, Stardust, R. Elunium, Foolishness of the Blind, FattyChubby Earthworm, Hode Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
49	30	cmd_fild09, moc_fild14, moc_fild16, moc_fild17, moc_fild18		393	248

HORN



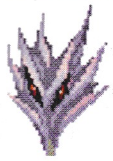
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
18	18	659	58-69	Earth 1	Insect
INT	LUK	SKILLS			
10	15	Piercing Attack			
VIT	DEF	DROPS			
28	10	Horn, Shell, Emveretarcon, Green Live, Guisarme (3), Solid Shell, Horn Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
47	0	gef_fild10, mjolnir_06, mjolnir_07, mjolnir_08, mjolnir_09, mjolnir_11, pay_fild11, prt_maze01, prt_maze03		134	86

HORNET



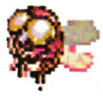
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
8	20	169	22-27	Wind 1	Insect
INT	LUK	SKILLS			
10	5	Piercing Attack			
VIT	DEF	DROPS			
8	5	Bee Sting, Jellopy, Green Herb, Wind of Verdure, Main Gauche (4), Honey, Hornet Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
17	5	gef_fild01, gef_fild09, mjolnir_01, mjolnir_05, prt_fild00, prt_fild04		19	[illegible]

HORONG



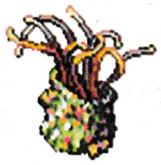
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
34	34	1939	275-327	Fire 4	Formless
INT	LUK	SKILLS			
0	0	Sight, Sightraher, Double Attack			
VIT	DEF	DROPS			
10	99	Stone Heart, Fire Arrow, Zargon, R. Elunium, Alcohol, Baked Yam, Bomb Wick, Horong Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
50	50	c_tower4, pay_dun04, pay_fild11		786	[illegible]

HUNTER FLY



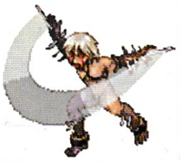
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
42	105	5242	246-333	Wind 2	Insect
INT	LUK	SKILLS			
15	30	Adrenaline Rush 1, Teleport 1, HP Drain, Double Attack			
VIT	DEF	DROPS			
32	25	Solid Shell, Zargon, R. Oridecon, Steel, Rough Wind, Damascus (2), Mini Propeller, Hunter Fly Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
72	15	gl_chyard, gl_prison, prt_maze01, prt_maze03		1517	952

HYDRA



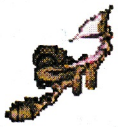
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
14	14	660	22-28	Water 2	Plant
INT	LUK	SKILLS			
0	2				
VIT	DEF	DROPS			
14	0	Tentacle, Sticky Mucus, Meat, Emveretarcon, Panacea, Detrimindexta, Hydra Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
40	40	beach_dun2, beach_dun3, iz_dun00, iz_dun01, iz_dun02, iz_dun03, iz_dun04, pay_dun02, pay_dun03, prt_sewb3, treasure01, treasure02		59	40

INJUSTICE



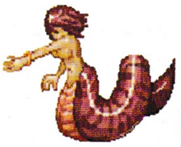
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
51	42	7600	480-600	Dark 2	Undead
INT	LUK	SKILLS			
0	35	Sonic Blow 3, Darkness			
VIT	DEF	DROPS			
39	0	Brigan, Cyfar, Steel, Padded Amor (1), Full Plate, Jamadhar (1)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
71	0	gl_prison1		2118	1488

IRON FIST



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
47	25	4221	430-590	Neutral 3	Insect
INT	LUK	SKILLS			
10	20				
VIT	DEF	DROPS			
15	40	Iron Ore, Iron, R. Elnium, Tail of Steel Scorpion, Steel, Scorpion Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
81	5	alde_dun 01, alde_dun 02		1435	1520

ISIS

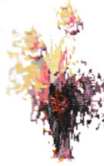


LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
43	65	4828	423-507	Dark 1	Demon
INT	LUK	SKILLS			
30	15	Increase Agi 1, Darkness 2			
VIT	DEF	DROPS			
43	10	Scale Shell, Shining Scale, Cracked Diamond, 2 Carat Diamond, 3 Carat Diamond, Circlet (1), Necklace, Isis Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
72	35	moc_pryd04, moc_pryd06		2396	993

LEVEL	AGI	HP	ATTACK
38	38	3581	315-382
INT	LUK		
43	45		
VIT	DEF		
38	5	Jack o’ Pumpkin, Pumpki	
DEX	MDEF	LO	
75	30	gef_dun01, ge	

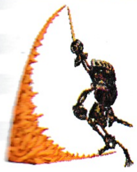
LEVEL	AGI	HP	ATTACK
57	143	12450	621-738
INT	LUK		
75	175	Soul Strike 10, Frost Driver 6, Heaven’s Drive 4, Q	
VIT	DEF		
47	10	Zargon, Old Card Album, Contrac	
DEX	MDEF	LO	
98	35	gef_dun03, gl_cas	

KAHO



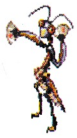
LEVEL	AGI	HP	ATTACK
24	24	1141	128-15
INT	LUK		
25	5		
VIT	DEF		
24	0	Flame Heart, R	
DEX	MDEF		
44	50		

KHALITZBURG



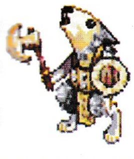
LEVEL	AGI	HP	ATTAC
63	65	19276	875-10
INT	LUK		
5	40	Grim Too	
VIT	DEF		
48	45	Skel Bone, Elunium, Bone H	
DEX	MDEF		
73	10	gef_dun03, gl_cas0	

KILLER MANTIS



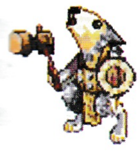
LEVEL	AGI	HP	ATTAC
56	26	12911	764-9
INT	LUK		
5	40		
VIT	DEF		
24	35	Mantis Scythe, Solid Shel	
DEX	MDEF		
75	20	gld_	

KOBOLD (AXE)



LEVEL	AGI	HP	ATTAC
36	90	3893	265-31
INT	LUK		
30	20		
VIT	DEF		
36	15	Blue Hair, Zarg	
DEX	MDEF		
52	10	gef_f	

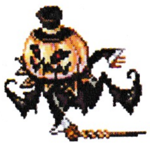
KOBOLD (HAMMER)



LEVEL	AGI	HP	ATTAC
31	31	2179	262-32
INT	LUK		
20	20		
VIT	DEF		
31	15	Blue Hair, Zarg	
DEX	MDEF		
46	10	gef_f	

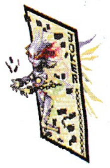
RACE	
Insect	
Hornet Card	
	JOB EXP
	15
RACE	
Formless	
Horong Card	
	JOB EXP
	479
RACE	
Insect	
Hunter Fly Card	
	JOB EXP
	952
RACE	
Plant	
Hydra Card	
	JOB EXP
	40
RACE	
Undead	
	JOB EXP
	1488
RACE	
Insect	
Card	
	JOB EXP
	1520
RACE	
Demon	
Necklace, Isis Card	
	JOB EXP
	993

JAKK



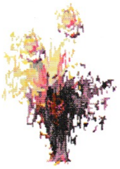
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
38	38	3581	315-382	Fire 2	Formless	
INT	LUK	SKILLS				
43	45	Fire Bolt 4				
VIT	DEF	DROPS				
38	5	Jack o' Pumpkin, Pumpkin, Zargon, Tights (1), Elunium, Necklace of Oblivion, Jakk Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
75	30	gef_dun01, gef_dun02, glast_01			1113	688

JOKER



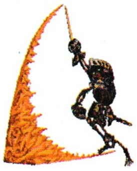
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
57	143	12450	621-738	Wind 4	Demi-human	
INT	LUK	SKILLS				
75	175	Soul Strike 10, Frost Driver 6, Heaven's Drive 4, Quagmire 5, Fireball 7, Jupitel Thunder 5, HP Drain, Decrease Attack, Random Property Mutation, Curse Attack				
VIT	DEF	DROPS				
47	10	Zargon, Old Card Album, Contracts in Shadow, Orange Potion, Katar of Piercing Wind, Oridecon, Joker Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
98	35	gef_dun03, gl_cas01, gl_church, gl_knt02			3706	2362

KAHO



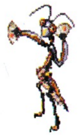
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
24	24	1141	128-156	Fire 4	Demon	
INT	LUK	SKILLS				
25	5	Fire Bolt 1				
VIT	DEF	DROPS				
24	0	Flame Heart, R. Elunium, Coal, Red Gemstone, Stone Heart, Alcohol, Scell				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
44	50				287	176

KHALITZBURG



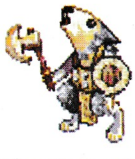
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
63	65	19276	875-1025	Undead 1	Undead	
INT	LUK	SKILLS				
5	40	Grim Tooth 5, Power Maximize 1, Decrease Agi 1, Splash Attack				
VIT	DEF	DROPS				
48	45	Skel Bone, Elunium, Bone Helm, Mirror Shield (1), Chivalry Emblem, White Potion, Saber (3), Khalitzburg Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
73	10	gef_dun03, gl_cas01, gl_cas02, gl_knt02, pvp_n_8-5			4378	2750

KILLER MANTIS



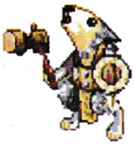
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
56	26	12911	764-927	Earth 1	Insect	
INT	LUK	SKILLS				
5	40	Critical Strike, Summon Mantis, Double Attack				
VIT	DEF	DROPS				
24	35	Mantis Scythe, Solid Shell, Cyfar, Emerald, White Potion, Awakening Poton, Goggles (1), Mirror Shield (1)				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
75	20	gld_dun al de baran			6509	2366

KOBOLD (AXE)



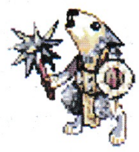
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
36	90	3893	265-318	Wind 2	Demi-human	
INT	LUK	SKILLS				
30	20	Adrenaline Rush				
VIT	DEF	DROPS				
36	15	Blue Hair, Zargon, R. Elunium, Steel, Gladius (3), Buckler (1), Kobold Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
52	10	gef_fild08, gef_fild12			988	625

KOBOLD (HAMMER)



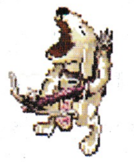
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
31	31	2179	262-324	Poison 2	Demi-human	
INT	LUK	SKILLS				
20	20	Stun Attack				
VIT	DEF	DROPS				
31	15	Blue Hair, Zargon, Steel, Orange Potion, Guard, Buckler (1), Kobold Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
46	10	gef_fild08, gef_fild12			806	407

KOBOLD (MORNINGSTAR)



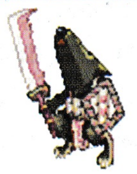
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
31	31	2179	186-216	Fire 2	Demi-human
INT	LUK	SKILLS			
20	20				
VIT	DEF	DROPS			
31	15	Blue Hair, Orange Potion, Zargon, Red Blood, Steel, Buckler(1), Kobold Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
88	10	gef_fild08, gef_fild12		644	407

KOBOLD ARCHER



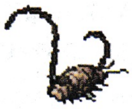
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
33	20	2560	155-185	Fire 1	Demi-human
INT	LUK	SKILLS			
30	25	Double Strafe 1			
VIT	DEF	DROPS			
15	10	Blue Hair, Poison Arrow, Zargon, R.Oridecon, Steel, Cross Bow (3)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
100	5	cmd_fild06, cmd_fild08, cmd_fild09, cmd_fild12		739	455

KOBOLD LEADER



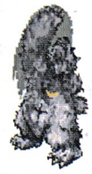
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
65	90	17935	649-957	Wind 2	Demi-human
INT	LUK	SKILLS			
30	59	Adrenaline Rush 1, Summon Kobold, Critical Strike			
VIT	DEF	DROPS			
36	37	Blue Hair, Cyfar, Zargon, Panacea, Royal Jelly, Steel, Flail (3), Mighty Staff			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
77	37	gef_fild12		7432	2713

KUKRE



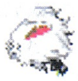
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
11	11	507	28-37	Water 1	Fish
INT	LUK	SKILLS			
5	2				
VIT	DEF	DROPS			
11	15	Worm Peeling, Red Herb, Monster Feed, Insect Feeler, Garlet, Crystal Blue, Earthworm the Dude, Kukre Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
16	0	iz_dun00, iz_dun01, treasure01, treasure02		38	28

LEIB OLMAI



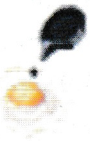
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
58	35	23731	740-1390	Earth 1	Brute
INT	LUK	SKILLS			
5	85	Endure 1, Stun Bash 5, Magnum Break 10			
VIT	DEF	DROPS			
95	27	Bear's Footskin, Cyfar, Puppet, Honey, Poopoo Hat, Gold			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
64	31	pay_fild10, gld_dun prontera		6011	2171

LUNATIC



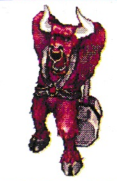
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
3	3	60	9-12	Neutral 3	Brute
INT	LUK	SKILLS			
10	60	Heal 1			
VIT	DEF	DROPS			
3	0	Feather, Apple, Clover, Carrot, Rainbow Carrot, Sword (4), Pierrot Nose, Lunatic Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
8	20	mjolnir_07, mjolnir_08, moc_fild03, pay_fild01, pay_fild02, pay_fild03, pay_fild06, prt_fild00, prt_fild01, prt_fild02, prt_fild03, prt_fild04, prt_fild05, prt_fild06, prt_fild07, prt_fild08, prt_fild10, prt_fild11, prt_maze01, prt_maze03		6	2

MAGNOLIA



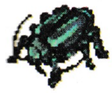
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
26	26	3195	120-151	Water 1	Demon
INT	LUK	SKILLS			
0	5	Stun 4, Flasher 5, Steal 1			
VIT	DEF	DROPS			
26	5	Old Frying Pan, Yellow Herb, Garlet, Scell, Zargon, Black Ladle, Magnolia Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
39	30	pay_dun01, pay_dun02, pay_dun03		393	248

MAJORUROS



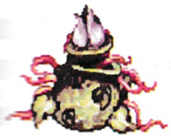
LEVEL	AGI	HP	ATTA
66	50	56791	781-1
INT	LUK		
50	48		
VIT	DEF		
75	10	Nose Ring, Two Handed Ax	
DEX	MDEF		
85	25	gl	

MALE THIEF BUG



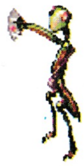
LEVEL	AGI	HP	ATTA
19	29	583	76-8
INT	LUK		
5	0		
VIT	DEF		
16	15	Worm Peeling, Insect Feeler.	
DEX	MDEF		
36	5		

MANDRAGORA



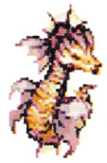
LEVEL	AGI	HP	ATTA
12	12	405	26-3
INT	LUK		
0	15		
VIT	DEF		
24	0	Stem, Green Herb,	
DEX	MDEF		
36	25	gl_knt01, mjolnir_01, pay_	

MANTIS



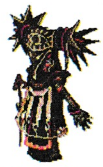
LEVEL	AGI	HP	ATTA
26	26	2472	118-1
INT	LUK		
5	15		
VIT	DEF		
24	10	Mantis Scythe, Scell, S	
DEX	MDEF		
45	0	mjolnir_05, mjoln	

MARC



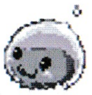
LEVEL	AGI	HP	ATTA
36	36	6900	220-2
INT	LUK		
20	30		
VIT	DEF		
36	5	Gill, Fin, White Herb,	
DEX	MDEF		
56	5	iz_	

MARDUK



LEVEL	AGI	HP	ATTA
40	40	4214	315-3
INT	LUK		
79	20		
VIT	DEF		
20	0	Cultish Masque, Staff (3), Flame	
DEX	MDEF		
78	60	in_sphinx3	

MARIN



LEVEL	AGI	HP	ATTA
15	10	742	39-4
INT	LUK		
5	15		
VIT	DEF		
10	0	Garlet, Apple, Stick	
DEX	MDEF		
35	10	xmas_	

RACE
Demi-human
bold Card
JOB EXP
407

RACE
Demi-human
(3)
JOB EXP
455

RACE
Demi-human
Staff
JOB EXP
2713

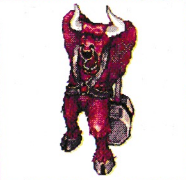
RACE
Fish
the Dude, Kukre Card
JOB EXP
28

RACE
Brute
JOB EXP
2171

RACE
Brute
Lunatic Card
JOB EXP
2

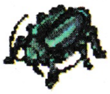
RACE
Demon
lia Card
JOB EXP
248

MAJORUROS



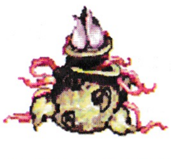
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
66	50	56791	781-1301	Fire 1	Brute
INT	LUK	SKILLS			
50	48	Hsmmer Fall 5, Heaven's Drive 5			
VIT	DEF	DROPS			
75	10	Nose Ring, Two Handed Axe (2), White Potion, Berserk Potion,Oridecon, Star Crumb, Silver Ring, Clip			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
85	25	gld_dun al de baran		8525	3799

MALE THIEF BUG



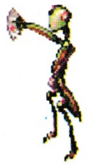
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
19	29	583	76-88	Dark 1	Insect
INT	LUK	SKILLS			
5	0	Blind Attack			
VIT	DEF	DROPS			
16	15	Worm Peeling, Insect Feeler, Yellow Herb, Emveretarcon, Zircon, Katana (3), Slayer (3), Male Thief Bug Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
36	5	prt_sewb4		223	93

MANDRAGORA



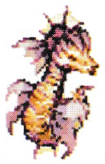
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
12	12	405	26-35	Earth 3	Plant
INT	LUK	SKILLS			
0	15				
VIT	DEF	DROPS			
24	0	Stem, Green Herb, Shoot, Green Live, Spear (4), Four Leaf Clover, Mandragora Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
36	25	gl_knt01, mjolnir_01, pay_dun02, pay_dun03, pay_dun04, prt_fild02		45	32

MANTIS



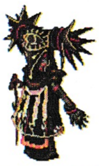
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
26	26	2472	118-149	Earth 1	Insect
INT	LUK	SKILLS			
5	15	Combo Attack			
VIT	DEF	DROPS			
24	10	Mantis Scythe, Scell, Solid Shell, Green Live, R. Elunium, Emerald, Red Potion, Mantis Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
45	0	mjolnir_05, mjolnir_12, prt_maze01, prt_maze03		393	248

MARC



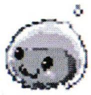
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
36	36	6900	220-280	Water 2	Fish
INT	LUK	SKILLS			
20	30	Increase Agi 2			
VIT	DEF	DROPS			
36	5	Gill, Fin, White Herb, Blue Gemstone, R. Oridecon, Mystic Frozen, Aquamarine, Marc Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
56	5	iz_dun03, iz_dun04		988	625

MARDUK



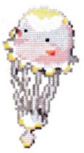
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
40	40	4214	315-382	Fire 1	Demi-human
INT	LUK	SKILLS			
79	20	Fire Bolt 5, Fire Wall 3, Fire Ball			
VIT	DEF	DROPS			
20	0	Cultish Masque, Staff (3), Flame Heart, Celebrant's Mitten, Wand of Occult, Old Magic Book, Book of Devil, Marduk Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
78	60	in_sphinx3, in_sphinx4, in_sphinx5		1238	752

MARIN



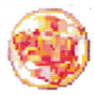
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
15	10	742	39-43	Water 2	Plant
INT	LUK	SKILLS			
5	15	Frost Driver 1			
VIT	DEF	DROPS			
10	0	Garlet, Apple, Sticky Mucus, Aquamarine, Blue Herb, Candy, Poring Hat, Poring Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
35	10	xmas_dun01, xmas_fild01		66	44

MARINA



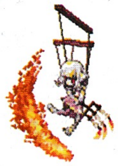
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
21	21	2087	84-106	Water 2	Plant
INT	LUK	SKILLS			
0	10	Critical Slash			
VIT	DEF	DROPS			
21	0	Single Cell, Sticky Mucus, Crystal Blue, Blue Gemstone, Mystic Frozen, Deadly Noxious Herb, Marina Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
36	5	iz_dun00, iz_dun01		218	140

MARINE SPHERE



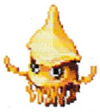
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
28	28	3518	120-320	Water 1	Plant
INT	LUK	SKILLS			
0	50	Suicidal Explosion			
VIT	DEF	DROPS			
28	0	Tendon, Detonator, Blue Gemstone, Aquamarine, Transparent Head Protector, Chain (3), Marine Sphere Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
33	40	iz_dun03, iz_dun04		461	284

MARIONETTE



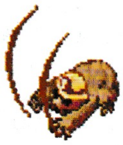
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
41	62	3222	355-422	Ghost 3	Demon
INT	LUK	SKILLS			
44	45	Freeze Trap 5, Fire Wall 4			
VIT	DEF	DROPS			
36	0	Golden Hair, Awakening Potion, Stellar, Brooch, Crystal Pumps, Necklace of Oblivion, Chain (3), Marionette Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
69	25	gef_dun01, gl_cas02, gl_in01, treasure02		1078	1276

MARSE



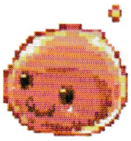
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
31	31	5034	211-252	Water 2	Fish
INT	LUK	SKILLS			
5	30	Blind Attack			
VIT	DEF	DROPS			
25	0	Squid Ink, Tentacle, Awakening Potion, Mystic Frozen, Aquamarine, Necklace of Wisdom, Marse Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
52	5	iz_dun02, iz_dun03, iz_dun04		586	373

MARTIN



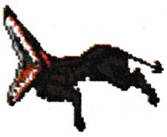
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
18	18	1109	52-63	Earth 2	Brute
INT	LUK	SKILLS			
15	5	Throw Sand, Hide 1, Heal 2			
VIT	DEF	DROPS			
30	0	Mole Whiskers, Mole Claw, Goggles, Battered Pot, Safety Helmet, Jur (3), Martin Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
15	5	anthell2, gef_fild00, mjo_dun01, mjo_dun02, mjo_dun03, orcsdun01, pay_dun01, prt_maze01, prt_maze03		134	86

MASTERING



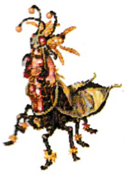
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
2	2	2415	18-24	Water 1	Plant
INT	LUK	SKILLS			
0	60	Summon Poring, Adrenaline Rush 1			
VIT	DEF	DROPS			
2	0	Apple, Apple Juice, Unripe Apple, Pearl, Snow Horn, Poring Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
17	10	mjolnir_10, prt_maze03, xmas_dun01		30	10

MATYR



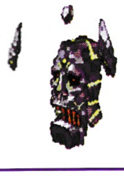
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
31	47	2585	134-160	Dark 1	Brute
INT	LUK	SKILLS			
5	5	Sonic Blow 1, Darkness 2, Fire Property Mutation			
VIT	DEF	DROPS			
38	0	Animal Skin, Monster Feed, Pet Food, Awakening Potion, R. Elunium, Matyr's Leash, Matyr Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
64	0	in_sphinx2, in_sphinx3, in_sphinx5, moc_pryd04		967	407

MAYA PURPLE



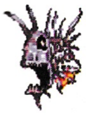
LEVEL	AGI	HP	ATTA
81	90	54331	1446-
INT	LUK		
95	119	Heaven's Drive 5, Ma	
VIT	DEF		
80	68	Cyfar, R. Elunium, R. Or	
DEX	MDEF		
90	48		

MEGALITH



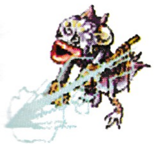
LEVEL	AGI	HP	ATTA
45	45	5300	264-
INT	LUK		
5	5		
VIT	DEF		
60	50		
DEX	MDEF		
95	25	bea	

MEGALODON



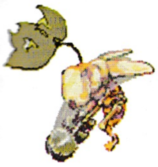
LEVEL	AGI	HP	ATTA
24	12	1648	155-
INT	LUK		
0	5		
VIT	DEF		
24	0	Stinky Scale, Skel Bone, Bl	
DEX	MDEF		
26	15	bea	

MERMAN



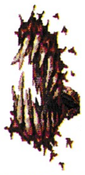
LEVEL	AGI	HP	ATTA
53	62	12300	482-
INT	LUK		
15	75		
VIT	DEF		
46	10	Ancient Lips, Holy Wa	
DEX	MDEF		
95	35	beach_dun, be	

METALLER



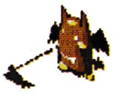
LEVEL	AGI	HP	ATTA
22	22	926	131-
INT	LUK		
20	50		
VIT	DEF		
22	15	Grasshopper's	
DEX	MDEF		
49	30	mjolnir_12, moc_fild0	

MIMIC



LEVEL	AGI	HP	ATTA
51	121	6120	150-
INT	LUK		
60	110		
VIT	DEF		
1	10	Magnifier, Trap, R. Eluni	
DEX	MDEF		
75	40	c_tower4, gl_cas02, gl in_sphinx5, moc_pryd0	

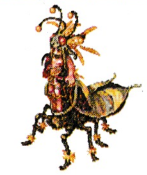
MINI DEMON



LEVEL	AGI	HP	ATTA
68	75	31865	1073-
INT	LUK		
55	42	Jupitel Thunde	
VIT	DEF		
40	30	Little Evil Horn, Little	
DEX	MDEF		
89	25		

t
Marina Card
JOB EXP
140
t
Sphere Card
JOB EXP
284
on
Marionette Card
JOB EXP
1276
, Marse Card
JOB EXP
373
e
Card
JOB EXP
86
t
JOB EXP
10
e
Matyr Card
JOB EXP
407

MAYA PURPLE



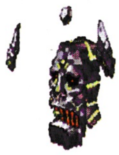
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
81	90	54331	1446-1999	Earth 4	Insect

INT	LUK	SKILLS
95	119	Heaven's Drive 5, Maximize Power 5, Pierce 8, Brandish Spear 5, Safety Wall 10, Heal 10

VIT	DEF	DROPS
80	68	Cyfar, R. Elunium, R. Oridecon, Elunium, Oridecon, Gold, Armlet of Obedience, Queen's Hair Ornament

DEX	MDEF	LOCATION	BASE EXP	JOB EXP
90	48	gld_dun prontera	10496	3893

MEGALITH



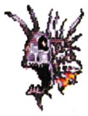
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
45	45	5300	264-314	Neutral 4	Formless

INT	LUK	SKILLS
5	5	Teleport 1

VIT	DEF	DROPS
60	50	Zargon, Stone, R. Elunium, Old Violet Box

DEX	MDEF	LOCATION	BASE EXP	JOB EXP
95	25	beach_dun, beach_dun2	1758	1075

MEGALODON



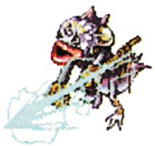
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
24	12	1648	155-188	Undead 1	Undead

INT	LUK	SKILLS
0	5	

VIT	DEF	DROPS
24	0	Stinky Scale, Skel Bone, Blue Herb, Blue Gemstone, Amethyst, Rotten Fish, Old Blue Box, Megalodon Card

DEX	MDEF	LOCATION	BASE EXP	JOB EXP
26	15	beach_dun3, treasure02	215	132

MERMAN



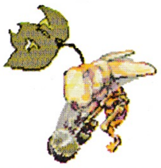
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
53	62	12300	482-603	Water 2	Demi-human

INT	LUK	SKILLS
15	75	Pierce 1, Attack Up, Ranged Attack

VIT	DEF	DROPS
46	10	Ancient Lips, Holy Water, Berserk Potion, Aquamarine, Mystic Frozen, R. Oridecon, Trident (2)

DEX	MDEF	LOCATION	BASE EXP	JOB EXP
95	35	beach_dun, beach_dun2, iz_dun03, iz_dun04	2899	2054

METALLER



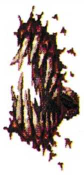
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
22	22	926	131-159	Fire 1	Insect

INT	LUK	SKILLS
20	50	Lex Divina 5

VIT	DEF	DROPS
22	15	Grasshopper's Leg, Scell, Red Blood, R. Elunium, Singing Plant, Metaller Card

DEX	MDEF	LOCATION	BASE EXP	JOB EXP
49	30	mjolnir_12, moc_fild08, moc_fild14, moc_fild16, moc_fild17	241	152

MIMIC



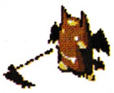
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
51	121	6120	150-900	Neutral 3	Formless

INT	LUK	SKILLS
60	110	Counter Attack

VIT	DEF	DROPS
1	10	Magnifier, Trap, R. Elunium, Old Blue Box, Old Violet Box, Emperium, Rosary (1), Diver Goggles

DEX	MDEF	LOCATION	BASE EXP	JOB EXP
75	40	c_tower4, gl_cas02, gl_chyard, gl_step, in_sphinx3, in_sphinx4, in_sphinx5, moc_pryd03, moc_pryd04, moc_pryd06, treasure02	165	165

MINI DEMON



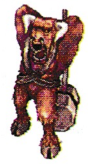
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
68	75	31865	1073-1414	Dark 1	Demon

INT	LUK	SKILLS
55	42	Jupitel Thunder 5, Darkness 5, Summon Deviruchi, Lex Divina, Brandish Spear

VIT	DEF	DROPS
40	30	Little Evil Horn, Little Evil Wing, Zargon, R. Elunium, Evil Wing, Brigan, Hand of God, Lance

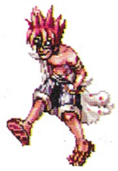
DEX	MDEF	LOCATION	BASE EXP	JOB EXP
89	25	gld_dun geffen	8396	3722

MINOROUS



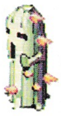
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
52	42	7431	590-770	Fire 2	Brute	
INT	LUK	SKILLS				
66	25	Hammer Fall 3, Heaven's Drive 3				
VIT	DEF	DROPS				
61	15	Nose Ring, Sweet Potato, R. Oridecon, Berserk Potion, Hammer of Blacksmith, Axe (3), Two Handed Axe (2), Minorous Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
52	5	in_sphinx4, moc_pryd05			2750	1379

MOBSTER



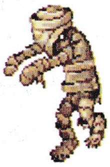
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
61	46	11347	910-1128	Neutral 1	Demi-human	
INT	LUK	SKILLS				
35	55	Spear Stab 5, Throw Sand				
VIT	DEF	DROPS				
20	41	Poison Knife, Ring (0,1), Red Gemstone, Zargon, Panacea, Blue Potion, Sapphire				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
76	37	cmd_fild02			4424	1688

MUKA



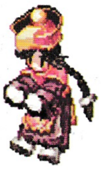
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
15	15	570	40-49	Earth 1	Plant	
INT	LUK	SKILLS				
5	10	Water Property Mutation, Piercing Attack				
VIT	DEF	DROPS				
30	5	Cactus Needle, Empty Bottle, Red Herb, Green Herb, Green Live, Iron Ore, Guisarme (2), Muka Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
20	5	moc_fild06, moc_fild09, moc_fild16, prt_fild09			72	48

MUMMY



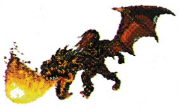
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
37	19	5176	305-360	Undead 2	Undead	
INT	LUK	SKILLS				
0	20	Combo Attack				
VIT	DEF	DROPS				
32	0	Rotten Bandage, Memento, Panacea, Orange Potion, R. Oridecon, Silver Ring, Glove, Mummy Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
75	10	moc_pryd03, moc_pryd04, moc_pryd06			789	493

MUNAK



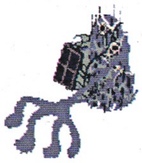
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
30	15	2872	180-230	Undead 1	Undead	
INT	LUK	SKILLS				
5	15	Stun 4				
VIT	DEF	DROPS				
20	0	Daenggie, Amulet, Munak Hat, Shoes (1), Adventure Suit (0), Girl's Diary, Munak Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
46	0	pay_dun01, pay_dun02, pay_dun03, pay_fild10			361	218

MUTANT DRAGON



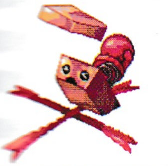
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
65	47	42600	2400-3400	Fire 2	Dragon	
INT	LUK	SKILLS				
68	35	Magnum Break 7, Fire Ball 7, Splash Attack				
VIT	DEF	DROPS				
30	15	Brigan, Dragon Canine, Dragon Scale, Rotten Bandage, Belt (1), Mastela Fruit, White Potion, Blue Potion				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
45	20	cmd_fild03			4730	3536

MYST



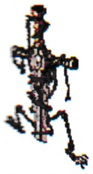
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
38	38	3745	365-445	Poison 1	Formless	
INT	LUK	SKILLS				
0	10	Envenom 4, Hp/SP Drain, Shadow Property Mutation, Mental Breaker				
VIT	DEF	DROPS				
18	0	Trunk, Wig, Gas Mask, R. Oridecon, R. Elunium, Anodyne, Awakening Potion, Myst Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
53	40	gef_dun02, gef_dun03, glast_01, mjo_dun03			1391	688

MYSTCASE



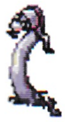
LEVEL	AGI	HP	ATTA
38	50	3450	160-3
INT	LUK		
5	75	Spear	
VIT	DEF		
25	5	Apple, Zargon, Candy	
DEX	MDEF		
48	10	xmas_	

MYSTELTAINN



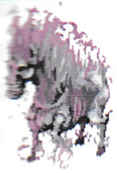
LEVEL	AGI	HP	ATTA
76	139	33350	1160-1
INT	LUK		
35	65	Po	
VIT	DEF		
80	30	Loki's Whispers, Katana	
DEX	MDEF		
159	30		

NERAID



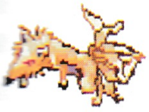
LEVEL	AGI	HP	ATTA
40	45	4120	325-3
INT	LUK		
5	5		
VIT	DEF		
50	0	Earthworm Peeling, Cyf	
DEX	MDEF		
64	10	beach_dun,	

NIGHTMARE



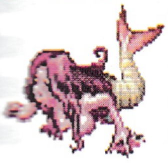
LEVEL	AGI	HP	ATTA
49	74	4437	447-5
INT	LUK		
15	10		
VIT	DEF		
25	0	Horseshoe, Blue Herb, B	
DEX	MDEF		
64	40	gef_dun	

NINE TAIL



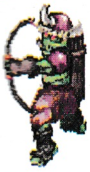
LEVEL	AGI	HP	ATTA
51	80	9466	610-6
INT	LUK		
1	85		
VIT	DEF		
46	10	Old Blue Box, Dead Bran	
DEX	MDEF		
89	25		

OBEAUNE



LEVEL	AGI	HP	ATTA
31	31	3952	141-1
INT	LUK		
55	85		
VIT	DEF		
31	0	Heart of Mermaid, Fin, Fin H	
DEX	MDEF		
74	40	iz_dun	

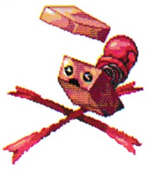
ORC ARCHER



LEVEL	AGI	HP	ATTA
49	44	7440	310-3
INT	LUK		
20	20		
VIT	DEF		
25	10	Fang, Steel Arrow, Stone	
DEX	MDEF		
125	5	alde_dun0	

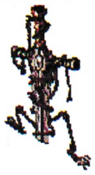
ded Axe (2).
JOB EXP
1379
man
re
JOB EXP
1688
Muka Card
JOB EXP
48
l
mmy Card
JOB EXP
493
l
Card
JOB EXP
218
Blue Potion
JOB EXP
3536
s
Card
JOB EXP
688

MYSTCASE



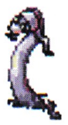
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
38	50	3450	160-360	Neutral 3	Formless
INT	LUK	SKILLS			
5	75	Spear Stab 1, Mammonite 1, Blind Attack Up, Hammer Fall			
VIT	DEF	DROPS			
25	5	Apple, Zargon, Candy, Candy Cane, Piece of Cake, Pearl, Old Blue Box, 2 Carat Diamond			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
48	10	xmas_dun01, xmas_dun02		1113	688

MYSTELTAINN



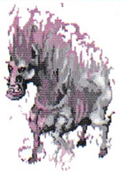
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
76	139	33350	1160-1440	Dark 4	Formless
INT	LUK	SKILLS			
35	65	Power Maximize 1, Darkness 4, Bash, Guided Attack			
VIT	DEF	DROPS			
80	30	Loki's Whispers, Katana (4), Slayer (3), Broad Sword (3), Claymore, Steel, R. Elunium, Oridecon			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
159	30	gl_cas02		6457	5159

NERAID



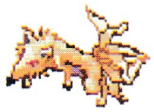
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
40	45	4120	325-360	Earth 1	Brute
INT	LUK	SKILLS			
5	5				
VIT	DEF	DROPS			
50	0	Earthworm Peeling, Cyfar, Blue Herb, Blue Gemstone, Awakening Potion, R. Elunium, Elunium			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
64	10	beach_dun, beach_dun2, beach_dun3		1126	684

NIGHTMARE



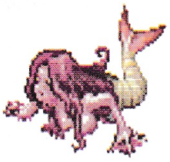
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
49	74	4437	447-529	Ghost 3	Demon
INT	LUK	SKILLS			
15	10	Curse 5, Increase Agi 1, Mental Breaker			
VIT	DEF	DROPS			
25	0	Horseshoe, Blue Herb, Blue Potion, Rosary, Old Blue Box, Infiltrator, Oridecon, Nightmare Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
64	40	gef_dun02, gl_cas02, gl_church		1729	1787

NINE TAIL



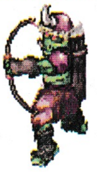
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
51	80	9466	610-634	Fire 3	Brute
INT	LUK	SKILLS			
1	85	Pneuma, Random Property Mutation			
VIT	DEF	DROPS			
46	10	Old Blue Box, Dead Branch, Royal Jelly, Panacea, R. Oridecon, Glass Bead, Ninetails, Animal Skin			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
89	25	pay_dun04		1650	825

OBEAUNE



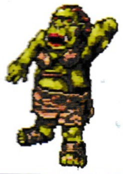
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
31	31	3952	141-165	Water 2	Fish
INT	LUK	SKILLS			
55	85	Lex Divina 5, Detoxify 1, Frost Driver 2			
VIT	DEF	DROPS			
31	0	Heart of Mermaid, Fin, Fin Helm, Aquamarine, Mystic Frozen, Saint's Robe (1), Witherless Rose, Obeaune Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
74	40	iz_dun02, iz_dun03, iz_dun04		644	407

ORC ARCHER



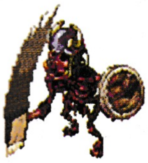
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
49	44	7440	310-390	Earth 1	Demi-human
INT	LUK	SKILLS			
20	20	Ankle Snare 5, Arrow Shower 5,			
VIT	DEF	DROPS			
25	10	Fang, Steel Arrow, Stone Arrow, Arrow of Wind, Gakkung (2), Red Potion, White Herb, Tights (0)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
125	5	alde_dun02, gef_fild14, orcsdun02		1729	1787

ORC LADY



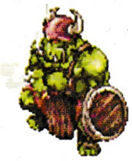
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
31	42	2000	135-170	Earth 2	Demi-human
INT	LUK	SKILLS			
15	55	Increase Agi 1			
VIT	DEF	DROPS			
25	10	Cyfar, Yellow Herb, Iron, Earring, R. Oridecon, Battle Axe (4), Wedding Dress, Wedding Veil			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
69	10	gef_fild10, gef_fild14		644	[illegible]

ORC SKELETON



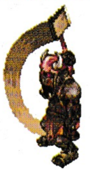
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
28	14	2278	190-236	Undead 1	Undead
INT	LUK	SKILLS			
0	15	Critical Slash			
VIT	DEF	DROPS			
18	10	Orc Fang, Skel Bone, R. Elunium, Orc Helm, Buster (2), Green Potion, Orc Skeleton Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
30	10	orcsdun01, orcsdun02		315	[illegible]

ORC WARRIOR



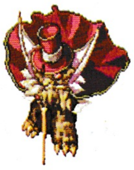
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
24	24	1400	104-126	Earth 1	Demi-human
INT	LUK	SKILLS			
25	10	Stun Attack, Hp Recovery			
VIT	DEF	DROPS			
48	10	Orcish Voucher, Iron, Axe (3), Battle Axe (4), Orcish Axe, R. Oridecon, Cigar, Orc Warrior Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
34	5	gef_fild10, gef_fild14		261	[illegible]

ORC ZOMBIE



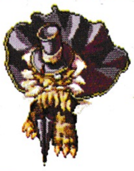
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
24	12	1568	151-184	Undead 1	Undead
INT	LUK	SKILLS			
0	5	Critical 3			
VIT	DEF	DROPS			
24	5	Orc Claw, Sticky Mucus, Emperium, Orc Zombie Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
24	10	orcsdun01		196	[illegible]

OWL BARON



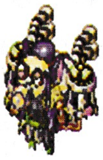
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
75	25	59489	1252-1609	Neutral 3	Demon
INT	LUK	SKILLS			
95	55	Lightening Bolt 7			
VIT	DEF	DROPS			
80	65	Tattered Clothes, Soft Feather, Gakkung (2), Staff of Soul, Javelin (4), Morning Star (2), Magician Hat, Brigan			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
95	25	gld_dun al de baran		10967	[illegible]

OWL DUKE



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
75	45	37805	716-911	Neatral 3	Demon
INT	LUK	SKILLS			
75	88	Lightening Bolt 3			
VIT	DEF	DROPS			
40	27	Tattered Clothes, Soft Feather, Gakkung (1), Crystal Mirror, Guisarme (2), Morning Star (1), Magician Hat, Brigan			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
79	49	gl_cas01, gl_in01		7217	[illegible]

PANZER GOBLIN



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
59	60	13838	682-877	Wind 2	Demi-human
INT	LUK	SKILLS			
20	160	Magnum Break 10, Self Destruct			
VIT	DEF	DROPS			
40	41	Cyfar, Brigan, Steel, Coal, Iron, Bouquet, Flame Heart			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
81	28	gef_fild11		7212	2697

PECO

LEVEL	AGI	HP	ATTACK
13	13	531	35-46
INT	LUK		
25	9		
VIT	DEF		
13	0	Bill of Birds, Red	
DEX	MDEF		
27	0	moc_fild01, moc_fild04,	

PECO EGG

LEVEL	AGI	HP	ATTACK
3	1	420	1-2
INT	LUK		
0	20		
VIT	DEF		
1	20	Shell, Phracon, Red	
DEX	MDEF		
1	20	moc_fild01, moc_fild02, moc_ moc_fild09, moc_fild10,	

ENA

LEVEL	AGI	HP	ATTACK
57	5	7256	415-56
INT	LUK		
15	30		
VIT	DEF		
35	5	Coral Reef, Tentacle, Sticky	
DEX	MDEF		
136	50	alde_dun01, beac	

ETER

LEVEL	AGI	HP	ATTACK
63	59	11684	943-121
INT	LUK		
5	100		
VIT	DEF		
60	46	Turtle Shell, Broken S	
DEX	MDEF		
69	45	tur_dun01, tur_d	

ST

LEVEL	AGI	HP	ATTACK
40	60	3240	375-45
INT	LUK		
5	5	Hide	
VIT	DEF		
22	0	Earthworm Peeling	
DEX	MDEF		
80	5	beach_dun, beach_dun3,	

TITE

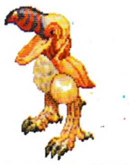
LEVEL	AGI	HP	ATTACK
44	44	6881	360-42
INT	LUK		
69	68		
VIT	DEF		
62	30	Dragon Canine, Dragon	
DEX	MDEF		
79	30	gef_f	

EN

LEVEL	AGI	HP	ATTACK
26	26	3347	138-1
INT	LUK		
0	75		
VIT	DEF		
26	0	Fish Tail, Sh	
DEX	MDEF		
88	15		

ACE
i-human
Wedding Veil
JOB EXP
407
ACE
ndead
leton Card
JOB EXP
194
RACE
i-human
c Warrior Card
JOB EXP
160
RACE
ndead
JOB EXP
120
RACE
Demon
gician Hat, Brigan
JOB EXP
4811
RACE
Demon
agician Hat, Brigan
JOB EXP
3474
RACE
mi-human
JOB EXP
2697

PECOPECO

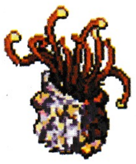


LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
13	13	531	35-46	Fire 1	Brute
INT	LUK	SKILLS			
25	9	Sonic Blow 1, Attack Up			
VIT	DEF	DROPS			
13	0	Bill of Birds, Red Herb, Yellow Herb, Sandals (1), Wand (2), Pecopeco Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
27	0	moc_fild01, moc_fild04, moc_fild10, moc_fild13, cmd_fild09		85	36

PECOPECO EGG

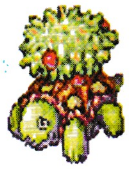
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
3	1	420	1-2	Neutral 3	Formless
INT	LUK	SKILLS			
0	20	becomes Picky			
VIT	DEF	DROPS			
1	20	Shell, Phracon, Red Potion, Guard (1), Empty Bottle, China, Pecopeco Egg Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
1	20	moc_fild01, moc_fild02, moc_fild04, moc_fild05, moc_fild06, moc_fild07, moc_fild09, moc_fild10, moc_fild13, prt_fild09, cmd_fild09		4	4

PENOMENA



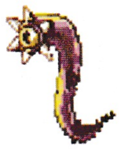
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
57	5	7256	415-565	Poison 1	Fish
INT	LUK	SKILLS			
15	30	HP Drain, Combo Attack, Splash Attack			
VIT	DEF	DROPS			
35	5	Coral Reef, Tentacle, Sticky Mucus, Red Gemstone, Panacea, Amethyst, Katar of Raging Blaze, Hydra Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
136	50	alde_dun01, beach_dun, iz_dun04, treasure02		2870	2200

PERMETER



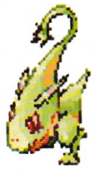
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
63	59	11684	943-1212	Neutral 2	Brute
INT	LUK	SKILLS			
5	100	Throw Sand, Heal 10			
VIT	DEF	DROPS			
60	46	Turtle Shell, Broken Shell, Trunk, Red Potion, Zargon, Mastela Fruit, Anodyne, Chain (2)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
69	45	tur_dun01, tur_dun02, tur_dun03, tur_dun04		5523	2162

PEST



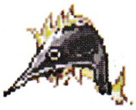
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
40	60	3240	375-450	Dark 2	Brute
INT	LUK	SKILLS			
5	5	Hide 1, Darkness 2, Envenom, Combo Attack, Attack Up			
VIT	DEF	DROPS			
22	0	Earthworm Peeling, Brigan, Animal Gore, Anodyne, Red Gemstone, R. Oridecon			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
80	5	beach_dun, beach_dun3, cmd_fild3, tur_dun01, tur_dun02		1238	752

PETITE



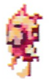
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
44	44	6881	360-427	Earth 1	Dragon
INT	LUK	SKILLS			
69	68	Napalm Beat 10, Decrease Agi 2			
VIT	DEF	DROPS			
62	30	Dragon Canine, Dragon Tail, White Herb, R. Oridecon, Flail (2), Zargon, Aloevera, Petite Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
79	30	gef_fild06, mjolnir_12		1677	1034

PHEN



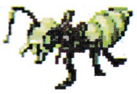
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
26	26	3347	138-150	Water 2	Fish
INT	LUK	SKILLS			
0	75				
VIT	DEF	DROPS			
26	0	Fish Tail, Sharp Scale, Fin, Meat, Aquamarine, R. Oridecon, Phen Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
88	15	iz_dun03		357	226

PICKY



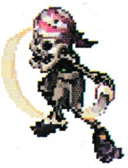
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
3	3	80	9-12	Fire 1	[illegible]
INT	LUK	SKILLS			
5	30	Attack Up			
VIT	DEF	DROPS			
3	0	Feather of Birds, Feather, Cotton Shirts (1), Red Herb, Milk, Yellow Gemstone, [illegible]			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
10	0	moc_fild01, moc_fild02, moc_fild04, moc_fild05, moc_fild06, moc_fild07, moc_fild09, moc_fild10, moc_fild11, moc_fild12, moc_fild13, prt_fild09		4	[illegible]

PIERE



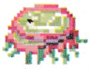
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
18	18	733	64-75	Earth 1	Insect
INT	LUK	SKILLS			
20	15				
VIT	DEF	DROPS			
26	15	Worm Peeling, Garlet, Sticky Mucus, Iron Ore, Wind of Verdure, Satr Dust, R. Elunium, [illegible]			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
27	0	anthell1, anthell2, mjo_dun01, mjolnir_11, moc_fild11, moc_fild15, moc_fild17		122	[illegible]

PIRATE SKELETON



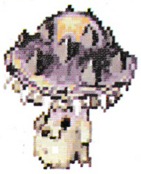
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
25	13	1676	145-178	Undead 1	Undead
INT	LUK	SKILLS			
5	10	Bash 3			
VIT	DEF	DROPS			
25	10	Skel Bone, Falchion (3), Bandana, Pirate Bandana, Ring Pommel Saber (3), R. Oridecon, Well [illegible] Skeleton Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
25	15	treasure01, treasure02		233	[illegible]

PLANKTON



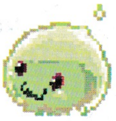
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
10	10	354	26-31	Water 3	Plant
INT	LUK	SKILLS			
0	0				
VIT	DEF	DROPS			
10	0	Single Cell, Garlet, Sticky Mucus, Alcohol, Empty Bottle, Dew Laden Moss, Concentration Potion, Plankton Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
15	5	iz_dun00, iz_dun01, prt_sewb2, treasure1		23	[illegible]

POISON SPORE



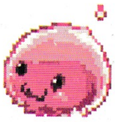
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
19	19	665	89-101	Poison 1	Plant
INT	LUK	SKILLS			
0	0	Poison Attack			
VIT	DEF	DROPS			
25	0	Poison Spore, Mushroom Spore, Zargon, Green Herb, Hat (1), Blue Herb, Karvodailnirol, Poison [illegible]			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
24	0	cmd_fild01, gef_dun00, gef_dun01, glast_01, pay_fild05, pay_fild07, pay_fild10, treasure01, treasure02		186	[illegible]

POPORING



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
14	14	344	59-72	Poison 1	Plant
INT	LUK	SKILLS			
0	15	Poison Attack			
VIT	DEF	DROPS			
14	0	Sticky Mucus, Garlet, Green Herb, Grape, Zircon, Main Gauche (3), Apple, Poporing Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
19	10	cmd_fild01, cmd_fild03, gef_dun00, gef_fild02, gef_fild03, gef_fild06, gef_fild08, gef_fild10, gef_fild11, gef_fild12, gef_fild13, mjolnir_03, mjolnir_04, mjolnir_07, mjolnir_08, mjolnir_12, moc_pryd01, moc_pryd02, pay_fild04, pay_fild05, pay_fild07, pay_fild08, pay_fild09, prt_fild03, prt_fild10, prt_fild11, prt_maze01, prt_maze03, prt_sewb3, treasure01, xmas_dun01		81	[illegible]

PORING



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
1	1	50	7-10	Waer 1	Plant
INT	LUK	SKILLS			
0	30	Attack Up			
VIT	DEF	DROPS			
1	0	Jellopy, Sticky Mucus, Knife (4), Apple, Empty Bottle, Unripe Apple, Poring Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
6	5	gef_fild00, gef_fild01, gef_fild04, gef_fild05, gef_fild07, gef_fild09, gef_fild10, moc_fild03, pay_fild01, pay_fild02, pay_fild03, pay_fild04, pay_fild06, prt_fild00, prt_fild01, prt_fild02, prt_fild04, prt_fild05, prt_fild06, prt_fild07, prt_fild08, prt_maze01, prt_maze03, xmas_dun01		2	1

[illegible]

LEVEL	AGI	HP	ATTACK
43	105	3620	292-365
INT	LUK		
45	20		
VIT	DEF		
5	0	Mould Powder, Moth Dust, Wit	
DEX	MDEF		
65	45	c_tow	

[illegible]

LEVEL	AGI	HP	ATTACK
2	1	427	1-2
INT	LUK		
0	20		
VIT	DEF		
1	0	Chrysalis, Stick	
DEX	MDEF		
1	20	gef_fild00, gef_fild04, gef_fild05, gef_fild pay_fild11, prt_fild00, prt_fild01, prt_fild	

[illegible]ER

LEVEL	AGI	HP	ATTACK
21	10	1020	102-11
INT	LUK		
20	35		
VIT	DEF		
32	0	Cyfar, Brigan, Feather of Birds,	
DEX	MDEF		
39	5	cmd_fild02,	

[illegible]

LEVEL	AGI	HP	ATTACK
52	47	8613	830-93
INT	LUK		
5	26	Ma	
VIT	DEF		
42	40	Brigan, Katana (3), Two Handed	
DEX	MDEF		
69	15	gef_dun03, gl_cas02	

[illegible] ARCHER

LEVEL	AGI	HP	ATTACK
52	25	5250	415-50
INT	LUK		
5	35	Char	
VIT	DEF		
22	35	Brigan, Chai	
DEX	MDEF		
145	5	gl_cas02, gl_	

[illegible]IEM

LEVEL	AGI	HP	ATTACK
35	53	3089	220-27
INT	LUK		
5	2		
VIT	DEF		
35	0	Horrendous Mouth, Zarg	
DEX	MDEF		
57	15	in_sphinx1, in_sp	

[illegible]ORD

LEVEL	AGI	HP	ATTACK
59	75	11638	584-80
INT	LUK		
20	45		
VIT	DEF		
10	5	Worn Out Page, Bookclip in Me	
DEX	MDEF		
120	35	c_tower4, gl_cas01	

PUNK

LEVEL	43
AGI	105
INT	45
LUK	20
VIT	5
DEF	0
DEX	65
MDEF	45
HP	3620
ATTACK	292-365
ELEMENT	Wind 1
RACE	Plant
SKILLS	Stone Curse 2
DROPS	Mould Powder, Moth Dust, Witched Starstand, Star Dust, Yellow Gemstone, Fly wing, Pacifier, Hood (1)
LOCATION	c_tower1, c_tower2
BASE EXP	1699
JOB EXP	1033

PUPA

LEVEL	2
AGI	1
INT	0
LUK	20
VIT	1
DEF	0
DEX	1
MDEF	20
HP	427
ATTACK	1-2
ELEMENT	Earth 1
RACE	Insect
SKILLS	Transform into Creamy
DROPS	Chrysalis, Sticky Mucus, Guard (1), Shell, Phracon, Iron Ore, Pupa Card
LOCATION	gef_fild00, gef_fild04, gef_fild05, gef_fild07, mjolnir_02, pay_fild01, pay_fild02, pay_fild03, pay_fild06, pay_fild11, prt_fild00, prt_fild01, prt_fild02, prt_fild03, prt_fild05, prt_fild06, prt_fild08, prt_maze01, prt_maze03
BASE EXP	2
JOB EXP	4

RAGGLER

LEVEL	21
AGI	10
INT	20
LUK	35
VIT	32
DEF	0
DEX	39
MDEF	5
HP	1020
ATTACK	102-113
ELEMENT	Wind 1
RACE	Brute
SKILLS	Attack Up, Combo Attack
DROPS	Cyfar, Brigan, Feather of Birds, Concentration Potion, Awakwning Potion, Wind of Verdure, R. Oridecon, Goggles (1)
LOCATION	cmd_fild02, cmd_fild04, cmd_fild07
BASE EXP	218
JOB EXP	140

RAYDRIC

LEVEL	52
AGI	47
INT	5
LUK	26
VIT	42
DEF	40
DEX	69
MDEF	15
HP	8613
ATTACK	830-930
ELEMENT	Dark 2
RACE	Demi-human
SKILLS	Magnum Break 6, Power Maximize 1, Darkness 3
DROPS	Brigan, Katana (3), Two Handed Sword (2), Chain Mail (1), Iron Cain, Elunium, Chivalry Emblem, Raydric Card
LOCATION	gef_dun03, gl_cas02, gl_knt01, gl_knt02, pvp_n_8-5
BASE EXP	3410
JOB EXP	1795

RAYDRIC ARCHER

LEVEL	52
AGI	25
INT	5
LUK	35
VIT	22
DEF	35
DEX	145
MDEF	5
HP	5250
ATTACK	415-500
ELEMENT	Dark 2
RACE	Demon
SKILLS	Charge Arrow, Darkness 3, Double Strafe, Attack Up
DROPS	Brigan, Chain Mail (1), Bow (3), Sharp Arrow, Arbalest (2), Elunium
LOCATION	gl_cas02, gl_knt01, gl_knt02, gl_step
BASE EXP	3025
JOB EXP	2125

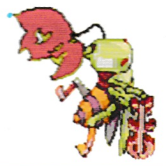
REQUIEM

LEVEL	35
AGI	53
INT	5
LUK	2
VIT	35
DEF	0
DEX	57
MDEF	15
HP	3089
ATTACK	220-270
ELEMENT	Dark 1
RACE	Demi-human
SKILLS	Stun 4, Darkness 2
DROPS	Horrendous Mouth, Zargon, Memento, Old Blue Box, Emperium, Mantle (1), Requiem Card
LOCATION	in_sphinx1, in_sphinx2, in_sphinx3, in_sphinx5
BASE EXP	800
JOB EXP	458

RIDEWORD

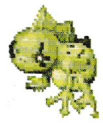
LEVEL	59
AGI	75
INT	20
LUK	45
VIT	10
DEF	5
DEX	120
MDEF	35
HP	11638
ATTACK	584-804
ELEMENT	Neutral 3
RACE	Formless
SKILLS	Pierce Attack
DROPS	Worn Out Page, Bookclip in Memory, Scell, Book of Billows, Book of Mother Earth, Book of Blazing Sun, Book of Gust of Wind, Old Magicbook, Pearl
LOCATION	c_tower4, gl_cas01, gl_cas02, gl_in01, gl_knt01
BASE EXP	2007
JOB EXP	3106

ROCKER



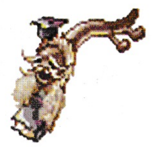
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
9	9	198	24-29	Earth 1	Insect
INT	LUK	SKILLS			
10	15	Attack Up			
VIT	DEF	DROPS			
18	5	Grasshopper's Leg, Jellopy, Green Feeler, Javelin (4), Hinalle Leaflet, Rocker Doll, [illegible]			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
14	10	cmd_fild01, gef_fild05, mjolnir_09, mjolnir_11, mjolnir_12, prt_fild04, prt_fild07, prt_maze01, prt_maze03		20	[illegible]

RODA FROG



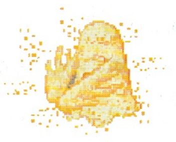
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
5	5	133	11-14	Water 1	Fish
INT	LUK	SKILLS			
5	5				
VIT	DEF	DROPS			
5	0	Sticky Webfoot, Spawn, Green Herb, Empty Bottle, Emerald, Roda Frog Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
10	5	gef_fild00, gef_fild01, gef_fild04, gef_fild05, gef_fild07, moc_fild03, pay_fild06, prt_fild00, prt_fild01, prt_fild04, prt_fild05, prt_fild06, prt_fild07, prt_fild08		6	5

SAGEWORM



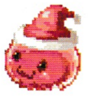
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
43	52	3850	120-280	Neutral 3	Brute
INT	LUK	SKILLS			
88	55	Fire Bolt 5, Cold Bolt 5, Lightening Bolt 5, Safety Wall 5, Status Recovery, HP Recovery, [illegible]			
VIT	DEF	DROPS			
24	0	Earthworm Peeling, Zargon, Worn Out Page, Grampa Beard, Blue Potion, Apple, PhD Hat, [illegible]			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
79	50	gl_cas01, gl_in01		1155	[illegible]

SANDMAN



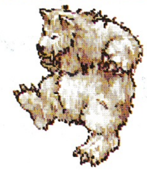
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
34	34	3413	180-205	Earth 3	Formless
INT	LUK	SKILLS			
38	5	Hide 1, Heal 4, Throw Sand			
VIT	DEF	DROPS			
58	10	Grit, Coal, Star Dust, Great Nature, R. Elunium, Katar of Dusty Thornbush, Topaz, Sandman Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
60	25	cmd_fild08, moc_fild16, moc_fild17		786	[illegible]

SANTA PORING



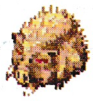
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
3	14	69	12-16	Holy 1	Plant
INT	LUK	SKILLS			
10	90	Attack Up			
VIT	DEF	DROPS			
3	0	Santa Poring Card, Santa Hat, Candy, Candy Cane, Red Herb, Apple			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
12	0	cmd_fild08, moc_fild16, moc_fild17		4	5

SASQUATCH



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
30	25	3163	250-280	Neutral 3	Brute
INT	LUK	SKILLS			
10	20	Spear Stab 1, Endure 1, Attack Up, Bowling Bash, Water Property Mutation			
VIT	DEF	DROPS			
60	5	Bear's Footskin, Feather, White Herb, Zargon, Panda Hat, Opal, R. Elunium, Bigfoot Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
34	0	xmas_fild01		529	[illegible]

SAVAGE



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
26	26	2092	120-150	Earth 2	Brute
INT	LUK	SKILLS			
10	15	Increase Agi 1, Endure 1, Stun Attack			
VIT	DEF	DROPS			
54	10	Mane, Awakening Potion, Animal Gore, Eagle Eyes, Anodyne, R. Elunium, Royal Jelly, Savage Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
37	5	prt_fild11, prt_maze01, prt_maze03		357	[illegible]

[illegible] BABE

LEVEL	AGI	HP	ATTACK
7	7	182	20-25
INT	LUK		
5	35		
VIT	DEF		
14	0	Animal Skin, Axe (4),	
DEX	MDEF		
12	0	gef_fild05, moc_fild02,	

[illegible]

LEVEL	AGI	HP	ATTACK
24	24	1109	80-135
INT	LUK		
5	5		
VIT	DEF		
24	30	Scorpion Tail, Solid Shel,	
DEX	MDEF		
52	0	moc_fild08,	

[illegible]ER

LEVEL	AGI	HP	ATTACK
59	36	14199	
INT	LUK		
25	65		
VIT	DEF		
40	33	Cyfar, Clam	
DEX	MDEF		
82	35		

[illegible]FISH

LEVEL	AGI	HP	ATTACK
15	12	920	35-42
INT	LUK		
0	5		
VIT	DEF		
8	35	Clam	
DEX	MDEF		
32	0	beach_dun03,	

[illegible]NDER

LEVEL	AGI	HP	ATTACK
43	43	4929	
INT	LUK		
15	20		
VIT	DEF		
40	5	Snake Scale, Shining Scale,	
DEX	MDEF		
115	10	cmd_fild08, in_sphinx4,	

[illegible] PRISONER

LEVEL	AGI	HP	ATTACK
52	20	8691	
INT	LUK		
0	25		
VIT	DEF		
36	10	Rotten Bandage, Manacles,	
DEX	MDEF		
76	20		

[illegible]ORKER

LEVEL	AGI	HP	ATTACK
30	15	2872	
INT	LUK		
5	10		
VIT	DEF		
30	0	Lantern, Iron Ore,	
DEX	MDEF		
42	15	mjo_dun01,	

RACE
Insect
Doll, Rocker Card
JOB EXP
16

RACE
Fish
Card
JOB EXP
5

RACE
Brute
very, Back Slide
PhD Hat, Book
JOB EXP
1320

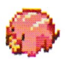
RACE
Formless
Sandman Card
JOB EXP
479

RACE
Plant
Apple
JOB EXP
5

RACE
Brute
ation
Bigfoot Card
JOB EXP
319

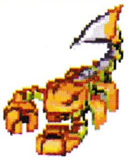
RACE
Brute
Jelly, Savage Card
JOB EXP
226

SAVAGE BABE



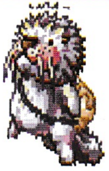
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
7	7	182	20-25	Earth 1	Brute
INT	LUK	SKILLS			
5	35	Attack Up			
VIT	DEF	DROPS			
14	0	Animal Skin, Axe (4), Meat, Arrow, Feather, Phracon, Sweet Milk, Savage Bebe Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
12	0	gef_fild05, moc_fild02, prt_fild10, prt_fild11, prt_maze03		14	12

SCORPION



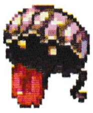
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
24	24	1109	80-135	Fire 1	Insect
INT	LUK	SKILLS			
5	5	Envenom 3			
VIT	DEF	DROPS			
24	30	Scorpion Tail, Solid Shel, Red Blood, R. Elunium, Fine Grit, Yellow Herb, Rusty Iron, Scorpion Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
52	0	moc_fild08, moc_fild14, moc_fild16		287	176

SEA OTTER



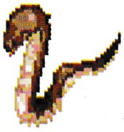
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
59	36	14199	650-813	Water 3	Brute
INT	LUK	SKILLS			
25	65	Water Ball 3			
VIT	DEF	DROPS			
40	33	Cyfar, Clam Shell, Sea-otter Furl, Sardonyx, Pearl, Sapphire, Glass Bead			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
82	35	cmd_fild04		4267	2040

SHELLFISH



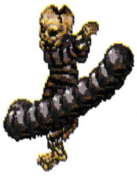
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
15	12	920	35-42	Water 1	Fish
INT	LUK	SKILLS			
0	5				
VIT	DEF	DROPS			
8	35	Clam Shell, Clam Flesh, Stone, Grit, Star Dust, R. Elunium			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
32	0	beach_dun03, cmd_fild02, cmd_fild04, cmd_fild07		66	44

SIDEWINDER



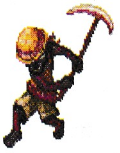
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
43	43	4929	240-320	Poison 1	Brute
INT	LUK	SKILLS			
15	20	Pierce 1, Envenom 5			
VIT	DEF	DROPS			
40	5	Snake Scale, Shining Scale, Venom Canine, Zargon, Wite Herb, R. Oridecon, Tsurugi (2), Sidewinder Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
115	10	cmd_fild08, in_sphinx4, in_sphinx5, prt_maze01, prt_maze03, pvp_n_8-1		1996	993

SKEL PRISONER



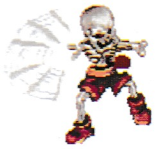
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
52	20	8691	660-890	Undead 3	Undead
INT	LUK	SKILLS			
0	25				
VIT	DEF	DROPS			
36	10	Rotten Bandage, Manacles, Spoon Stub, Red Gemstone, Formal Suit (1), Memento, Ball n' Chain, Heaven Ring			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
76	20	gl_chyard, gl_prison		2466	1562

SKEL WORKER



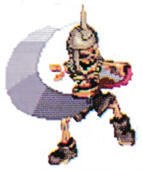
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
30	15	2872	242-288	Undead 1	Undead
INT	LUK	SKILLS			
5	10				
VIT	DEF	DROPS			
30	0	Lantern, Iron Ore, Iron, Steel, Coal, R. Elunium, Safety Helmet, Skel Worker Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
42	15	mjo_dun01, mjo_dun02, mjo_dun03		397	240

SKELETON



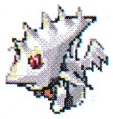
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
10	5	234	39-47	Undead 1	Undead
INT	LUK	SKILLS			
0	0				
VIT	DEF	DROPS			
10	10	Skel Bone, Jellopy, Red Herb, Mace (3), Skull Ring, Phracon, Skeleton Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
12	10			18	[illegible]

SKELETON GENERAL



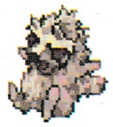
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
73	25	17043	910-1089	Undead 1	Undead
INT	LUK	SKILLS			
20	25	Sonic Blow 5, Summon Soldier Skeleton, Summon Skeleton Archer, Triple Attack			
VIT	DEF	DROPS			
40	25	Yellow Potion, Burnt Wood, R. Oridecon, Damascus (1), Gladius (2,3), Ghost Bandana			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
77	25	gld_dun payon		8170	[illegible]

SKY PETITE



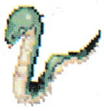
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
45	113	5747	300-355	Wind 1	Dragon
INT	LUK	SKILLS			
55	80	Napalm Beat 10, Increase Agi 2			
VIT	DEF	DROPS			
45	20	Dragon Tail, Dragon Scale, Zargon, Butterfly Wing, White Herb, Aloevera, Elunium, Petite Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
73	45	gef_fild06		1758	[illegible]

SMOKIE



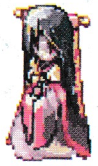
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
18	18	641	61-72	Earth 1	Brute
INT	LUK	SKILLS			
25	35	Hide 1, Heal 2			
VIT	DEF	DROPS			
36	0	Raccoon Leaf, Animal Skin, Sweet Potato, Zargon, Zircon, Raccoon Doll, Kitty Band, Smokie Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
26	10	gef_fild03, gef_fild11, mjolnir_01, mjolnir_03, pay_dun01, pay_fild08 prt_maze01, prt_maze03		134	[illegible]

SNAKE



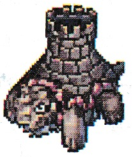
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
15	15	471	46-55	Earth 1	Brute
INT	LUK	SKILLS			
10	5	Poison Attack			
VIT	DEF	DROPS			
15	0	Snake Scale, Katana (3), Red Herb, Emveretarcon, Poisonous Canine, Shining Scale, Apple, Snake Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
35	0	pay_dun 00		39	[illegible]

SOHEE



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
33	33	5628	210-251	Water 1	Demon
INT	LUK	SKILLS			
10	15	Bash 10, Counter Attack 2, Suicide			
VIT	DEF	DROPS			
33	0	Black Hair, Red Potion, Skirt of Virgin, Stiletto (3), Muffler (1), Nurse Cap, Sohee Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
58	10	pay_dun03, pay_dun04, pay_fild09		739	455

SOLDIER



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
70	35	17181	796-978	Earth 2	Brute
INT	LUK	SKILLS			
5	100	Heaven's Drive, Stun			
VIT	DEF	DROPS			
85	57	Turtle Shell, Broken Shell, Stone, Orange Potion, Honey, Zargon, Chain (2)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
74	43	tur_dun02		5596	[illegible]

[illegible] SKELETON

LEVEL	AGI	HP	ATTACK
29	15	2334	221-245
INT	LUK		
5	15		
VIT	DEF		
22	10	Skel Bone, Red Potion, Knife (3	
DEX	MDEF		
40	15	moc_pryd02, moc_pryd03, p pay	

[illegible]

LEVEL	AGI	HP	ATTACK
9	9	327	24-29
INT	LUK		
0	5		
VIT	DEF		
9	0	Mushroom Spor	
DEX	MDEF		
14	5	moc_pryd01, pay_dun00, p	

[illegible]

LEVEL	AGI	HP	ATTACK
58	61	12844	585-813
INT	LUK		
15	90		
VIT	DEF		
5	29	Feather, Green H	
DEX	MDEF		
77	21	t	

[illegible]

LEVEL	AGI	HP	ATTACK
16	40	538	53-64
INT	LUK		
5	5		
VIT	DEF		
16	10	Rainbow Shell, Garlet	
DEX	MDEF		
30	0	gef_fild06, gef_fild07, gef mjolnir_1T, pay_fild1	

[illegible] GOLEM

LEVEL	AGI	HP	ATTACK
60	45	18700	950-113
INT	LUK		
5	25		
VIT	DEF		
85	50	Brigan	
DEX	MDEF		
75	5	beach_	

[illegible] GOBLIN

LEVEL	AGI	HP	ATTACK
35	59	2490	234-269
INT	LUK		
15	25		
VIT	DEF		
32	20	Scel	
DEX	MDEF		
75	5	cmd_fild06,	

[illegible] CHONCHON

LEVEL	AGI	HP	ATTACK
17	43	530	54-65
INT	LUK		
5	10	He	
VIT	DEF		
17	15	Shell, Garlet, Solid Sh	
DEX	MDEF		
33	0	mjolnir_01, mjolnir_06, moc_fild08, orcsdun01, orcsdu	

RACE
Undead
on Card
EXP JOB EXP
14

RACE
Undead
iple Attack
host Bandana
XP JOB EXP
3370

RACE
Dragon
nium, Petite Card
XP JOB EXP
1075

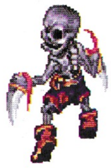
RACE
Brute
Band, Smokie Card
P JOB EXP
86

RACE
Brute
, Apple, Snake Card
P JOB EXP
16

RACE
Demon
Sohee Card
P JOB EXP
455

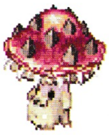
RACE
Brute
n (2)
P JOB EXP
2187

SOLDIER SKELETON



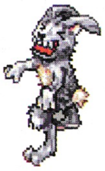
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
29	15	2334	221-245	Undead 1	Undead
INT	LUK	SKILLS			
5	15	Combo Attack 1			
VIT	DEF	DROPS			
22	10	Skel Bone, Red Potion, Knife (3), R. Oridecon, Memento, Stiletto (2), Dagger (3), Soldier Skeleton Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
40	15	moc_pryd02, moc_pryd03, pay_dun01, pay_dun02, pay_dun03, pay_dun04		372	226

SPORE



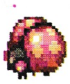
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
9	9	327	24-29	Water 1	Plant
INT	LUK	SKILLS			
0	5	Attack Up, Sleep Attack, Dark			
VIT	DEF	DROPS			
9	0	Mushroom Spore, Red Herb, Blue Herb, Hat (0), Spore Doll, Spore Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
14	5	moc_pryd01, pay_dun00, pay_fild05, pay_fild06, prt_sewb1, prt_sewb2		22	17

SPRING RABBIT



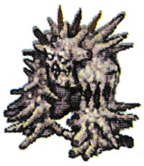
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
58	61	12844	585-813	Earth 2	Brute
INT	LUK	SKILLS			
15	90	Throw Stone, Bash 5			
VIT	DEF	DROPS			
5	29	Feather, Green Herb, Yellow Herb, Cyfar, White Herb, Blue Herb, Brigan			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
77	21	tur_dun01		3982	1766

STAINER



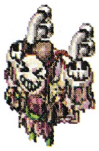
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
16	40	538	53-64	Wind 1	Insect
INT	LUK	SKILLS			
5	5	Silence Attack			
VIT	DEF	DROPS			
16	10	Rainbow Shell, Garlet, Solid Shell, Iron Ore, Emveretarcon, R. Elunium, Stainer Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
30	0	gef_fild06, gef_fild07, gef_fild08, mjolnir_08, mjolnir_09, mjolnir_11, pay_fild11, prt_maze01, prt_maze03		105	70

STALACTIC GOLEM



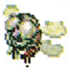
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
60	45	18700	950-1130	Neutral 4	Formless
INT	LUK	SKILLS			
5	25	Endure 1, Spear Stab 1, Stun Attack			
VIT	DEF	DROPS			
85	50	Brigan, Mud Lump, R. Elunium, Star Crumb, Elunium			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
75	5	beach_dun2, gl_dun01		3872	2695

STEAM GOBLIN



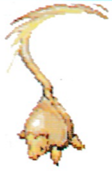
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
35	59	2490	234-269	Wind 2	Demi-human
INT	LUK	SKILLS			
15	25	Magnum Break 4			
VIT	DEF	DROPS			
32	20	Scell, Iron, Cyfar, Coal, Bouquet, Steel, R. Elunium			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
75	5	cmd_fild06, cmd_fild08, gef_fild02		864	495

STEEL CHONCHON



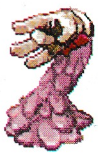
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
17	43	530	54-65	Wind 1	Insect
INT	LUK	SKILLS			
5	10	Heal 1, Lightning Bolt, Attack Up, Silence Attack			
VIT	DEF	DROPS			
17	15	Shell, Garlet, Solid Shell, Iron Ore, Iron, Wind of Verdure, Steel, Steel Chonchon Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
33	0	mjolnir_01, mjolnir_06, mjolnir_09, mjolnir_12, moc_fild05, moc_fild08, orcsdun01, orcsdun02, prt_fild09, prt_maze01, prt_maze03		109	71

STEM WORM



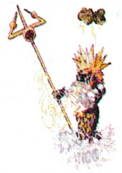
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
40	30	6139	290-375	Wind 1	Plant
INT	LUK	SKILLS			
15	35	Guided Attack			
VIT	DEF	DROPS			
26	5	Tough Scalelike Stem, Zargon, White Herb, R. Oridecon, Great Nature, Glaive (2), Yggdrasil Seed, [illegible]			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
79	10	alde_dun01, pay_fild11		1452	[illegible]

STING



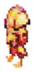
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
61	45	9500	850-1032	Earth 3	Formless
INT	LUK	SKILLS			
5	85	Hide 1, Heal 7, Spear Stab 1, Quagmire 2, Envenom, Water Property Mutation			
VIT	DEF	DROPS			
55	5	Mud Lump, Stone Arrow, Amethyst, Coal, Ribbon (1), Silk Ribbon, Great Nature, [illegible]			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
120	30	gl_sew03, gl_sew04		4081	[illegible]

STROUF



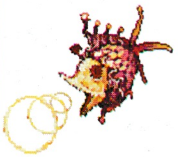
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
40	40	9952	200-350	Water 3	Fish
INT	LUK	SKILLS			
72	65	Frost Driver 5, Quagmire 5, Lightening Bolt 4, Water Ball 3			
VIT	DEF	DROPS			
45	5	Feather, Fin, Gill, Aquamarine, Trident (2), Grampa Beard, R. Oridecon, Strouf Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
43	50			1126	[illegible]

SUPER PICKY



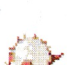
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
4	3	83	8-11	Fire 1	Brute
INT	LUK	SKILLS			
10	20	Attack Up			
VIT	DEF	DROPS			
3	20	Feather of Birds, Red Herb, Milk, Tiny Egg Shell, Egg Shell, Picky Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
11	0	moc_fild01, moc_fild02, moc_fild04, moc_fild05, moc_fild06, moc_fild07, moc_fild09, moc_fild10, moc_fild11, moc_fild12, moc_fild13, prt_fild09		5	[illegible]

SWORD FISH



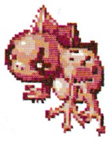
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
30	30	4299	168-199	Water 2	Fish
INT	LUK	SKILLS			
41	30	Water Ball 2			
VIT	DEF	DROPS			
30	5	Gill, Sharp Scale, R. Elunium, R. Oridecon, Mystic Frozen, Snow Horn, Katana (4), Swordfish Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
62	20	iz_dun03, iz_dun04		529	[illegible]

TAROU



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
11	20	284	34-35	Dark 1	Brute
INT	LUK	SKILLS			
10	5	Darkness 1, Poison Attack			
VIT	DEF	DROPS			
11	0	Rat Tail, Animal Skin, Feather, Monster Feed, Ora Ora, Tarou Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
24	0	mjo_dun01, prt_sewb1, prt_sewb2, prt_sewb3		57	[illegible]

THARA FROG



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
22	22	2152	105-127	Water 2	Fish
INT	LUK	SKILLS			
5	10				
VIT	DEF	DROPS			
22	0	Sticky Webfoot, Spawn, Scell, Emveretarcon, Sardonyx, White Herb, Thara Frog Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
34	10	gef_fild01, iz_dun01, iz_dun02, treasure01, treasure02, tur_dun01		219	[illegible]

[illegible]

LEVEL	AGI	HP	ATTACK
6	6	126	18-24
INT	LUK		
0	0		
VIT	DEF		
6	5	Jellopy, Red Her	
DEX	MDEF		
11	0	pay_fild02, prt_fild02, prt_fild pr	

[illegible] (FEMALE)

LEVEL	AGI	HP	ATTACK
10	15	170	33-40
INT	LUK		
5	5		
VIT	DEF		
10	5	Worm Peeling, Insect Feeler, Re	
DEX	MDEF		
23	5	mjolnir_06, mjolnir_09, prt_fil	

[illegible] EGG

LEVEL	AGI	HP	ATTACK
4	6	48	13-17
INT	LUK		
0	20		
VIT	DEF		
4	20	Sticky Mucus, Chrysalis, Phraco	
DEX	MDEF		
14	0	prt_fild01, prt_fild03, prt_fild p	

[illegible]

LEVEL	AGI	HP	ATTACK
71	87	29900	950-1146
INT	LUK		
35	65	So	
VIT	DEF		
35	30	Dagger (3), Dirk (3), Stiletto (3)	
DEX	MDEF		
132	35		

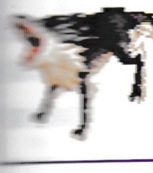
[illegible]

LEVEL	AGI	HP	ATTACK
10	5	5065	26-32
INT	LUK		
10	25		
VIT	DEF		
10	0	Honey, Zircon, Glas	
DEX	MDEF		
10	0	cmd_fi	

[illegible]

LEVEL	AGI	HP	ATTACK
32	48	2300	178-206
INT	LUK		
10	20		
VIT	DEF		
24	20	Cyfar, Soli	
DEX	MDEF		
67	5	beach_dun, beach_	

[illegible] OND WOLF



LEVEL	AGI	HP	ATTACK
24	45	12240	135-159
INT	LUK		
20	65		
VIT	DEF		
48	10	Wolf Claw, Animal Skin	
DEX	MDEF		
50	0	gld_dun01, p	

RACE
Plant
Seed, Wormtail Card
JOB EXP
939

RACE
Formless
tation
Glove (1)
JOB EXP
2970

RACE
Fish
ouf Card
JOB EXP
684

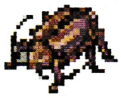
RACE
Brute
Card
JOB EXP
4

RACE
Fish
Swordfish Card
JOB EXP
319

RACE
Brute
Card
JOB EXP
28

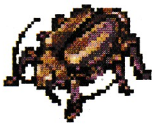
RACE
Fish
Frog Card
JOB EXP
138

THIEF BUG



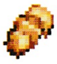
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
6	6	126	18-24	Neutral 3	Insect
INT	LUK	SKILLS			
0	0				
VIT	DEF	DROPS			
6	5	Jellopy, Red Herb, Worm Peeling, Iron Ore, Jacket (0,1), Thief Bug Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
11	0	pay_fild02, prt_fild02, prt_fild06, prt_sewb1, prt_sewb2, prt_sewb3, prt_sewb4		17	5

THIEF BUG (FEMALE)



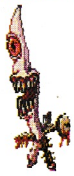
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
10	15	170	33-40	Dark 1	Insect
INT	LUK	SKILLS			
5	5				
VIT	DEF	DROPS			
10	5	Worm Peeling, Insect Feeler, Red Herb, Garlet, Iron Ore, Red Gemstone, Blade (4), Thief Bug (Female) Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
23	5	mjolnir_06, mjolnir_09, prt_fild02, prt_sewb2, prt_sewb3, prt_sewb4		35	18

THIEF BUG EGG



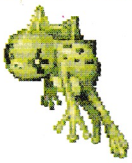
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
4	6	48	13-17	Dark 1	Insect
INT	LUK	SKILLS			
0	20				
VIT	DEF	DROPS			
4	20	Sticky Mucus, Chrysalis, Phracon, Iron Ore, Red Gemstone, Black Ladle, Guard (1), Thief Bug Egg Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
14	0	prt_fild01, prt_fild03, prt_fild06, prt_sewb1, prt_sewb2, prt_sewb3, prt_sewb4		8	4

TIRFING



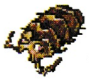
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
71	87	29900	950-1146	Dark 3	Formless
INT	LUK	SKILLS			
35	65	Sonic Blow, Maximize Power, Piercing Attack			
VIT	DEF	DROPS			
35	30	Dagger (3), Dirk (3), Stiletto (3), Two Handed Sword (1), Steel, Oridecon, Old Hilt, Silver Dagger of Chastitiy			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
132	35	gl_cas01		5412	4235

TOAD



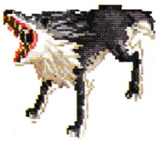
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
10	5	5065	26-32	Water 1	Fish
INT	LUK	SKILLS			
10	25	Summon Roda Frog			
VIT	DEF	DROPS			
10	0	Honey, Zircon, Glass Bead, Alcohol, Detrimindexta, Big Ribbon, Roda Frog Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
10	0	cmd_fild03, gef_fild01		100	50

TRIJOINT



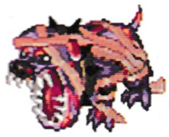
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
32	48	2300	178-206	Earth 1	Insect
INT	LUK	SKILLS			
10	20	Throw Sand, Spear Stab			
VIT	DEF	DROPS			
24	20	Cyfar, Solid Shell, Green Live, Star Dust, R. Elunium, Aloevera			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
67	5	beach_dun, beach_dun2, beach_dun3, treasure02		386	220

VAGABOND WOLF



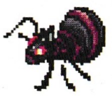
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
24	45	12240	135-159	Earth 1	Brute
INT	LUK	SKILLS			
20	65	Combo Attack, Summon Wolf			
VIT	DEF	DROPS			
48	10	Wolf Claw, Animal Skin, Meat, Topaz, Sardonyx, Monster Juice, Western Grace, Wolf Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
50	0	gld_dun01, pay_fild02, prt_maze03		247	176

VERIT



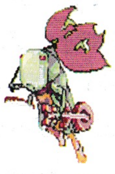
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
38	19	5272	389-469	Undead 1	Undead
INT	LUK	SKILLS			
0	20	Adrenaline Rush, Poison Attack, HP Drain			
VIT	DEF	DROPS			
38	0	Rotten Bandage, Immortal Heart, White Herb, Zargon, Flower Ring, Skull Ring, Armlet of [illegible]			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
38	5	moc_pryd05, moc_pryd06		835	[illegible]

VITATA



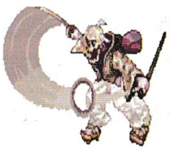
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
20	20	894	69-80	Earth 1	Insect
INT	LUK	SKILLS			
65	70	Increase Agi 1, Heal 3			
VIT	DEF	DROPS			
25	15	Worm Peeling, Scell, Honey, Royal Jelly, Green Live, R. Oridecon, Vitata Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
40	20	anthell01, anthell02		163	[illegible]

VOCAL



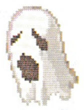
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
18	28	3016	71-82	Earth 1	Insect
INT	LUK	SKILLS			
30	40	Lex Divina 5, Summon Rocker, Adrenaline Rush, Combo Attack			
VIT	DEF	DROPS			
26	10	Grasshopper Leg, Concentration Potion, Zargon, Emerald, Banana Juice, Rocker Doll, [illegible]			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
53	30	cmd_fild01, prt_fild07, prt_maze03		110	[illegible]

WANDERER



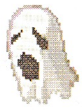
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
74	192	8170	450-550	Wind 1	Demon
INT	LUK	SKILLS			
45	85	Counter Attack 5, Critical Strike, Splash Attack			
VIT	DEF	DROPS			
38	5	Skull, Yggdrasil Leaf, 3 Carat Diamond, Yggdrasil Seed, Oridecon, Romantic Leaf, Muramasa, Old Card [illegible]			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
127	5	gl_cas02, gl_in01, pay_fild09, tur_dun04		5786	[illegible]

WHISPER



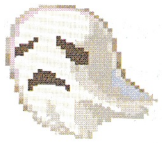
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
34	51	1796	180-221	Ghost 1	Demon
INT	LUK	SKILLS			
0	0	Hide 1, Soul Strike 5, Cloaking 1			
VIT	DEF	DROPS			
14	0	Fabric, Star Dust, Silver Robe (1), Heaven Ring, Whisper Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
60	45	gl_cas02, pay_dun03		591	[illegible]

WHISPER (SPIRITUAL)



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
34	51	1796	198-239	Ghost 3	Undead
INT	LUK	SKILLS			
0	0	Hide, Soul Strike			
VIT	DEF	DROPS			
14	0	Fabric, Star Dust, Silver Robe (1)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
60	45	gef_dun01, gef_dun02, gl_cas01, gl_church, gl_knt02, gl_prison, in_sphinx2, in_sphinx3, in_sphinx5, treasure01, treasure02, pvp_n_8-3		537	545

WHISPER BOSS



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
34	51	5040	198-239	Ghost 2	Demon
INT	LUK	SKILLS			
0	0	Soul Strike			
VIT	DEF	DROPS			
14	0	Fabric, Stardust, Silver Robe (1), Heaven Ring, Whisper Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
60	45	gl_knt01, pay_dun03, pvp_n_8-3		537	545

[illegible]

LEVEL	AGI	HP	ATTACK
38	85	2980	315-360
INT	LUK		
35	80		
VIT	DEF		
15	0	Cyfar, Monster Feed, Ar	
DEX	MDEF		
65	15	c	

[illegible]

LEVEL	AGI	HP	ATTACK
4	4	95	9-12
INT	LUK		
30	10		
VIT	DEF		
8	5	Tree Root, Sweet Potato, Res	
DEX	MDEF		
9	15	gef_fild00, gef_fild04, gef_fil pay_fild02, pay_f	

[illegible]

LEVEL	AGI	HP	ATTACK
51	89	4820	489-69
INT	LUK		
90	25	Lightening Bo	
VIT	DEF		
15	0	Skel Bone, Z	
DEX	MDEF		
85	45	gl_	

[illegible]

LEVEL	AGI	HP	ATTACK
12	12	405	37-46
INT	LUK		
15	20		
VIT	DEF		
24	0	Wolf Claw, Animal	
DEX	MDEF		
30	0	mjolnir_09, moc_fild04,	

[illegible] TAIL

LEVEL	AGI	HP	ATTACK
14	14	426	42-51
INT	LUK		
5	5		
VIT	DEF		
28	5	Pointed Scale, Yellow Herb,	
DEX	MDEF		
46	0	mjolnir_09,	

[illegible]H

LEVEL	AGI	HP	ATTACK
53	95	10999	580-76
INT	LUK		
75	35		
VIT	DEF		
30	5	Fabric, Butterfly Wing, Re	
DEX	MDEF		
78	30	gl_chyar	

[illegible]H DEAD

LEVEL	AGI	HP	ATTACK
74	99	42131	1399-1
INT	LUK		
95	45	Throw Sto	
VIT	DEF		
55	25	Fabric, Blue Gemstone, Red Gem	
DEX	MDEF		
89	30		

SE

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
38	85	2980	315-360	Wind 1	Brute
INT	LUK	SKILLS			
35	80	Sonic Blow 1			
VIT	DEF	DROPS			
15	0	Cyfar, Monster Feed, Arrow of Shadow, Rotten Fish, Nutshell, Witherless Rose, Big Ribbon			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
65	15	cmd_fild05		1113	688

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
4	4	95	9-12	Earth 1	Plant
INT	LUK	SKILLS			
30	10	Napalm Beat 10			
VIT	DEF	DROPS			
8	5	Tree Root, Sweet Potato, Resin, Fine-grained Trunk, Barren Trunk, Solid Trunk, Trunk, Willow Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
9	15	gef_fild00, gef_fild04, gef_fild05, gef_fild07, moc_fild03, pay_fild01, pay_fild02, pay_fild03, pay_fild06, prt_fild10		5	4

HOST

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
51	89	4820	489-693	Wind 3	Demon
INT	LUK	SKILLS			
90	25	Lightening Bolt 5, Jupitel Thunder 3, Shockwave Trap 2, Magical Attack			
VIT	DEF	DROPS			
15	0	Skel Bone, Zargon, Skull, Rough Wind, Arc Wand (1,2), Bone Wand			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
85	45	gl_sew04, gl_step		2118	1488

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
12	12	405	37-46	Earth 1	Brute
INT	LUK	SKILLS			
15	20				
VIT	DEF	DROPS			
24	0	Wolf Claw, Animal Skin, Meat, Monster Feed, Emveretarcon, Mantle (1), Wolf Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
30	0	mjolnir_09, moc_fild04, moc_fild05, pay_fild02, prt_maze01, prt_maze03		45	32

TAIL

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
14	14	426	42-51	Earth 1	Plant
INT	LUK	SKILLS			
5	5				
VIT	DEF	DROPS			
28	5	Pointed Scale, Yellow Herb, Emveretarcon, Green Live, Emerald, Green Lace, Pike (4), Wormtail Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
46	0	mjolnir_09, pay_fild03, pay_fild11		59	40

TH

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
53	95	10999	580-760	Undead 4	Undead
INT	LUK	SKILLS			
75	35	Curse 5, Decrease Agi, Earth Spike			
VIT	DEF	DROPS			
30	5	Fabric, Butterfly Wing, Red Gemstone, 2 Carat Diamond, Chung Ja, Wedding Veil, Manteau (0,1)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
78	30	gl_chyard, gl_step, in_sphinx5		2199	1099

TH DEAD

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
74	99	42131	1399-1626	Undead 4	Undead
INT	LUK	SKILLS			
95	45	Throw Stone, Grimtooth 5, Envenom 10, Curse 5, decrease Agi 1			
VIT	DEF	DROPS			
55	25	Fabric, Blue Gemstone, Red Gemstone, Wedding Veil, 3 Carat Diamond, Berserk Potion, Manteau (1), Old Blue Box			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
89	30	gld_dun geffen		10341	3618

rs.

t of
ers
cal
ng
ss,

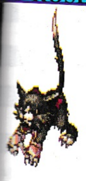
he
ard
an
es
ple

my
to
ey
oot

nd

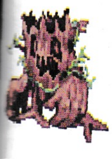
ire
ard
olt
an
ce

D ROSE



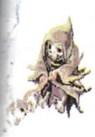
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
38	85	2980	315-360	Wind 1	Brute
INT	LUK	SKILLS			
35	80	Sonic Blow 1			
VIT	DEF	DROPS			
15	0	Cyfar, Monster Feed, Arrow of Shadow, Rotten Fish, Nutshell, Witherless Rose, Big Ribbon			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
65	15	cmd_fild05		1113	688

LOW



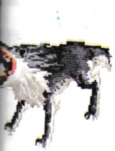
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
4	4	95	9-12	Earth 1	Plant
INT	LUK	SKILLS			
30	10	Napalm Beat 10			
VIT	DEF	DROPS			
8	5	Tree Root, Sweet Potato, Resin, Fine-grained Trunk, Barren Trunk, Solid Trunk, Trunk, Willow Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
9	15	gef_fild00, gef_fild04, gef_fild05, gef_fild07, moc_fild03, pay_fild01, pay_fild02, pay_fild03, pay_fild06, prt_fild10		5	4

D GHOST



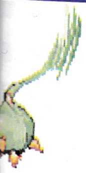
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
51	89	4820	489-693	Wind 3	Demon
INT	LUK	SKILLS			
90	25	Lightening Bolt 5, Jupitel Thunder 3, Shockwave Trap 2, Magical Attack			
VIT	DEF	DROPS			
15	0	Skel Bone, Zargon, Skull, Rough Wind, Arc Wand (1,2), Bone Wand			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
85	45	gl_sew04, gl_step		2118	1488

LF



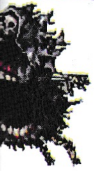
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
12	12	405	37-46	Earth 1	Brute
INT	LUK	SKILLS			
15	20				
VIT	DEF	DROPS			
24	0	Wolf Claw, Animal Skin, Meat, Monster Feed, Emveretarcon, Mantle (1), Wolf Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
30	0	mjolnir_09, moc_fild04, moc_fild05, pay_fild02, prt_maze01, prt_maze03		45	32

RM TAIL



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
14	14	426	42-51	Earth 1	Plant
INT	LUK	SKILLS			
5	5				
VIT	DEF	DROPS			
28	5	Pointed Scale, Yellow Herb, Emveretarcon, Green Live, Emerald, Green Lace, Pike (4), Wormtail Card			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
46	0	mjolnir_09, pay_fild03, pay_fild11		59	40

TH



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
53	95	10999	580-760	Undead 4	Undead
INT	LUK	SKILLS			
75	35	Curse 5, Decrease Agi, Earth Spike			
VIT	DEF	DROPS			
30	5	Fabric, Butterfly Wing, Red Gemstone, 2 Carat Diamond, Chung Ja, Wedding Veil, Manteau (0,1)			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
78	30	gl_chyard, gl_step, in_sphinx5		2199	1099

TH DEAD

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
74	99	42131	1399-1626	Undead 4	Undead
INT	LUK	SKILLS			
95	45	Throw Stone, Grimtooth 5, Envenom 10, Curse 5, decrease Agi 1			
VIT	DEF	DROPS			
55	25	Fabric, Blue Gemstone, Red Gemstone, Wedding Veil, 3 Carat Diamond, Berserk Potion, Manteau (1), Old Blue Box			
DEX	MDEF	LOCATION		BASE EXP	JOB EXP
89	30	gld_dun geffen		10341	3618

d

e, Verit Card

JOB EXP

517

t

d

JOB EXP

101

t

mantic Gent

JOB EXP

88

n

Card Album

JOB EXP

4730

n

JOB EXP

599

d

JOB EXP

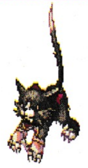
545

n

JOB EXP

545

WILD ROSE



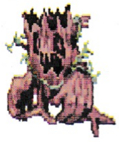
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
38	85	2980	315-360	Wind 1	Brute

INT	LUK	SKILLS
35	80	Sonic Blow 1

VIT	DEF	DROPS
15	0	Cyfar, Monster Feed, Arrow of Shadow, Rotten Fish, Nutshell, Witherless Rose, Big Ribbon

DEX	MDEF	LOCATION	BASE EXP	JOB EXP
65	15	cmd_fild05	1113	688

WILLOW



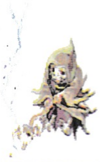
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
4	4	95	9-12	Earth 1	Plant

INT	LUK	SKILLS
30	10	Napalm Beat 10

VIT	DEF	DROPS
8	5	Tree Root, Sweet Potato, Resin, Fine-grained Trunk, Barren Trunk, Solid Trunk, Trunk, Willow Card

DEX	MDEF	LOCATION	BASE EXP	JOB EXP
9	15	gef_fild00, gef_fild04, gef_fild05, gef_fild07, moc_fild03, pay_fild01, pay_fild02, pay_fild03, pay_fild06, prt_fild10	5	4

WIND GHOST



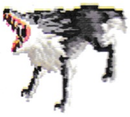
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
51	89	4820	489-693	Wind 3	Demon

INT	LUK	SKILLS
90	25	Lightening Bolt 5, Jupitel Thunder 3, Shockwave Trap 2, Magical Attack

VIT	DEF	DROPS
15	0	Skel Bone, Zargon, Skull, Rough Wind, Arc Wand (1,2), Bone Wand

DEX	MDEF	LOCATION	BASE EXP	JOB EXP
85	45	gl_sew04, gl_step	2118	1488

WOLF



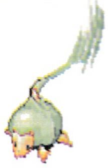
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
12	12	405	37-46	Earth 1	Brute

INT	LUK	SKILLS
15	20	

VIT	DEF	DROPS
24	0	Wolf Claw, Animal Skin, Meat, Monster Feed, Emveretarcon, Mantle (1), Wolf Card

DEX	MDEF	LOCATION	BASE EXP	JOB EXP
30	0	mjolnir_09, moc_fild04, moc_fild05, pay_fild02, prt_maze01, prt_maze03	45	32

WORM TAIL



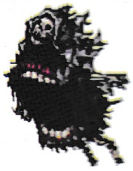
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
14	14	426	42-51	Earth 1	Plant

INT	LUK	SKILLS
5	5	

VIT	DEF	DROPS
28	5	Pointed Scale, Yellow Herb, Emveretarcon, Green Live, Emerald, Green Lace, Pike (4), Wormtail Card

DEX	MDEF	LOCATION	BASE EXP	JOB EXP
46	0	mjolnir_09, pay_fild03, pay_fild11	59	40

WRAITH



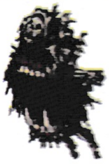
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
53	95	10999	580-760	Undead 4	Undead

INT	LUK	SKILLS
75	35	Curse 5, Decrease Agi, Earth Spike

VIT	DEF	DROPS
30	5	Fabric, Butterfly Wing, Red Gemstone, 2 Carat Diamond, Chung Ja, Wedding Veil, Manteau (0,1)

DEX	MDEF	LOCATION	BASE EXP	JOB EXP
78	30	gl_chyard, gl_step, in_sphinx5	2199	1099

WRAITH DEAD



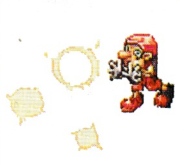
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
74	99	42131	1399-1626	Undead 4	Undead

INT	LUK	SKILLS
95	45	Throw Stone, Grimtooth 5, Envenom 10, Curse 5, decrease Agi 1

VIT	DEF	DROPS
55	25	Fabric, Blue Gemstone, Red Gemstone, Wedding Veil, 3 Carat Diamond, Berserk Potion, Manteau (1), Old Blue Box

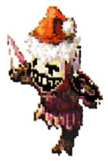
DEX	MDEF	LOCATION	BASE EXP	JOB EXP
89	30	gld_dun geffen	10341	3618

XMAS COOKIE



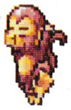
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
28	24	2090	140-170	Holy 2	Demi-human	
INT	LUK	SKILLS				
53	100	Lex Aeterna 1, Lightening Bolt 2, Napalm Beat 1				
VIT	DEF	DROPS				
30	0	Red Herb, Red Potion, Well Baked Cookie, Pearl, Zargon, Hood (0,1)				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
45	50	xmas_dun01, xmas_dun02			461	284

XMAS GOBLIN



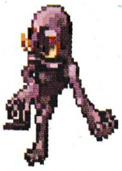
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
25	53	1176	118-140	Wind 1	Demi-human	
INT	LUK	SKILLS				
20	45	Frost Driver 3				
VIT	DEF	DROPS				
25	10	Scell, Iron, R. Oridecon, Dirk (3), Buckler (1), Santa Hat, Goblini Mask, Goblin Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
38	5	xmas_dun02			282	171

YOYO



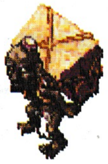
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
19	24	879	71-82	Earth 1	Brute	
INT	LUK	SKILLS				
35	55	Throw Stone, Heal 1				
VIT	DEF	DROPS				
30	0	Yoyo Tail, Animal Skin, Yellow Herb, Banana, R. Oridecon, Yoyo Doll, Yoyo Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
32	0	gef_fild02, gef_fild10, mjolnir_08, prt_fild03, prt_fild11, prt_maze01, prt_maze03			148	93

ZENORC



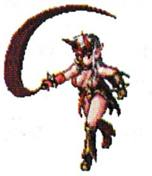
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
31	77	2585	188-223	Dark 1	Demi-human	
INT	LUK	SKILLS				
0	10	Darkness 2, Blind Attack, Poison Attack				
VIT	DEF	DROPS				
15	0	Sticky Mucus, Zenorc Fang, R. Oridecon, Yellow Potion, Shining Stone, Old Magicbook, Zenorc Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
76	15	orcsdun02			967	407

ZEROM



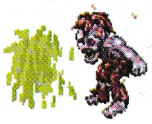
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
23	23	1109	127-155	Fire 1	Demi-human	
INT	LUK	SKILLS				
5	0					
VIT	DEF	DROPS				
23	0	Emveretarcon, Iron Ore, Iron, Pantie, Gangster Mask, Ball 'n' Chain, Zerom Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
42	10	in_sphinx1, in_sphinx2			240	149

ZHERLTHISH



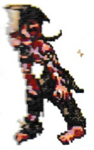
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
63	85	18300	700-850	Neutral	Demi-human	
INT	LUK	SKILLS				
30	60	Sonic Blow 7, Provoke 10, Target On				
VIT	DEF	DROPS				
40	10	Yellow Potion, White Potion, Oridecon, Masquerade, Tights (1), Earring (1), Executioner's Mitten				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
125	15	gl_prison, gl_prison1			3608	2304

ZOMBIE



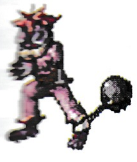
LEVEL	AGI	HP	ATTACK	ELEMENT	RACE	
15	8	534	67-79	Undead 1	Undead	
INT	LUK	SKILLS				
0	0	Poison Attack				
VIT	DEF	DROPS				
7	0	Decayed Nail, Sticky Mucus, Horrendous Mouth, Cursed Ruby, Opal, Zombie Card				
DEX	MDEF	LOCATION			BASE EXP	JOB EXP
15	10	gl_chyard, pay_dun00, pvp_n_8-4			50	33

ZOMBIE MASTER



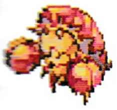
LEVEL	AGI	HP	ATTAC
62	20	13917	824-10
INT	LUK		
5	35	Brandish Spear 10,	
VIT	DEF		
30	37	Sticky Mucus, Horrendous Mou	
DEX	MDEF		
77	26	gl	

ZOMBIE PRISONER



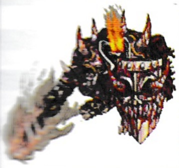
LEVEL	AGI	HP	ATTAC
53	24	11280	780-93
INT	LUK		
0	25		
VIT	DEF		
39	10	Worn Out Prison Uniform, Rotten	
DEX	MDEF		
72	20	gl_	

VADON



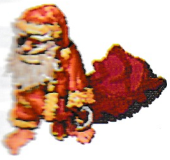
LEVEL	AGI	HP	ATTAC
19	19	1017	74-8
INT	LUK		
10	15		
VIT	DEF		
16	20	Nipper, Garlet, Crystal Blue,	
DEX	MDEF		
36	0	iz_	

BLOODY KNIGHT



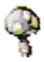
LEVEL	AGI	HP	ATTAC
82	75	57870	2150-3
INT	LUK		
77	55	M	
VIT	DEF		
70	60	Reins, Blade Lost	
DEX	MDEF		
125	50		

ANTONIO



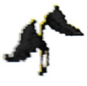
LEVEL	AGI	HP	ATTAC
10	1	10	13-2
INT	LUK		
50	100		
VIT	DEF		
1	100	Gift Box, Well-baked Coo	
DEX	MDEF		
100	0	only comes out for one m	

BLACK MUSHROOM



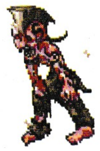
LEVEL	AGI	HP	ATTAC
1	0	15	1-2
INT	LUK		
0	0		
VIT	DEF		
0	100	Mushroom Spore, Poison	
DEX	MDEF		
0	99	gef_dun00, gef_dun01,gef_fild11, gl_ pay_dun01,pay_dun02, p	

BLUE PLANT



LEVEL	AGI	HP	ATTAC
1	0	10	1-2
INT	LUK		
0	0		
VIT	DEF		
0	100	Blue Herb, Grape,	
DEX	MDEF		
0	99	gef_dun01, gef_fild00,gef_fild02,gef_fild0 mjolnir05, mjolnir06, mjolnir07,mjolnir08, m prt_fi	

ZOMBIE MASTER



LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF
62	20	5	35	30	37	77	26

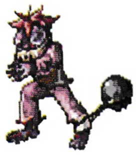
HP	ATTACK	ELEMENT	RACE
13917	824-1084	Undead 1	Undead

SKILLS
Brandish Spear 10, Summon Ghoul, Poison Attack, Envenom, Life Drain (3000 HP)

DROPS
Sticky Mucus, Horrendous Mouth, Ruby, Opal, Tattered Clothes, Belt (1), Scapulare (1), Sharpened Legbone of Ghoul

LOCATION	BASE EXP	JOB EXP
gld_dun geffen		

ZOMBIE PRISONER



LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF
53	24	0	25	39	10	72	20

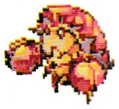
HP	ATTACK	ELEMENT	RACE
11280	780-930	Undead 3	Undead

SKILLS
Poison Attack

DROPS
Worn Out Prison Uniform, Rotten Bandage, Red Gemstone, Ball 'n' Chain, Elunium, Iron Cain, Empty Potion Bottle

LOCATION	BASE EXP	JOB EXP
gl_chyard, gl_prison		

VADON



LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF
19	19	10	15	16	20	36	0

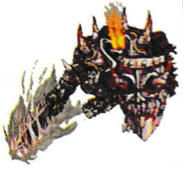
HP	ATTACK	ELEMENT	RACE
1017	74-85	Water 1	Fish

SKILLS

DROPS
Nipper, Garlet, Crystal Blue, Padded Armor (1), Solid Shell, Blue Gemstone, R. Elunium, Vadon Card

LOCATION	BASE EXP	JOB EXP
iz_dun00, iz_dun01		

BLOODY KNIGHT



LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF
82	75	77	55	70	60	125	50

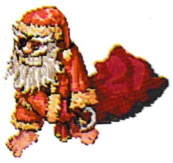
HP	ATTACK	ELEMENT	RACE
57870	2150-3030	Shadow 4	Formless

SKILLS
Meteor Storm 8, Brandish Spear 9, Bowling Bash

DROPS
Reins, Blade Lost in Darkness, Lord Clothes, Lance, Broad Sword(1,2), Elunium, Oridecon, Fullplate(1), Helm(1), Shield(1)

LOCATION	BASE EXP	JOB EXP
gl_knt02	10120	6820

ANTONIO



LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF
10	1	50	100	1	100	100	0

HP	ATTACK	ELEMENT	RACE
10	13-20	Holy 3	Demi-human

SKILLS
Teleport

DROPS
Gift Box, Well-baked Cookie, Piece of Cake, Candy, Candy Cane, Santa Hat, Red Socks with Holes

LOCATION	BASE EXP	JOB EXP
only comes out for one minute each year during Christmas Eve	3	2

BLACK MUSHROOM

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF
1	0	0	0	0	100	0	99

HP	ATTACK	ELEMENT	RACE
15	1-2	Earth 1	Plant

SKILLS

DROPS
Mushroom Spore, Poison Spore, Feather, Detrimindexta, Alcohol, Crystal Blue, Dew Laden Moss

LOCATION	BASE EXP	JOB EXP
gef_dun00, gef_dun01,gef_fild11, gl_knt01, iz_dun00, iz_dun01, iz_dun02, orcsdun01, orcsdun02, pay_dun01,pay_dun02, pay_fild01, prt_fild 07, prt_maze01, prt_maze03	0	0

BLUE PLANT

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF
1	0	0	0	0	100	0	99

HP	ATTACK	ELEMENT	RACE
10	1-2	Earth 1	Plant

SKILLS

DROPS
Blue Herb, Grape, Flower, Stem, Shoot, Pointed Scale, Mastela Fruit, Romantic Leaf

LOCATION	BASE EXP	JOB EXP
gef_dun01, gef_fild00,gef_fild02,gef_fild07, gef_fild8, gef_fild09, gef_fild10, glast_01, mjolnir)1, mjolnir02, mjolnir05, mjolnir06, mjolnir07,mjolnir08, mjolnir11, moc_fild17, pay_dun03, pay_fild11,prt_fild01, prt_fild03, prt_fild05, prt_maze01, prt_maze03	0	0

GREEN PLANT

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
1	0	0	0	0	100	0	99	10	1-2	Earth 1	Plant		Green Herb, Pointed Scale, Flower, Stem, Aloe, Aloe Leaflet, Bitter Herb, Romantic Leaf	gef_fild00,gef_fild01,gef_fild02,gef_fild03,gef_fild04,gef_fild07,gef_fild10,glast_01,mjolnir_01,mjolnir_02, mjolnir_03, mjolnir_04, mjolnir_07, mjolnir_08, mjolnir_10, mjolnir_11, moc_fild02, moc_fild03, moc_fild10, pay_fild01, pay_fild02, pay_fild03, pay_fild04, pay_fild05, pay_fild06, pay_fild07, pay_fild08, pay_fild09, pay_fild10, prt_fild00, prt_fild01, prt_fild03, prt_fild04, prt_fild05, prt_fild06, gef_dun00, pay_dun03	0	0

RED MUSHROOM

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
1	0	0	0	0	100	0	99	15	1-2	Earth 1	Plant		Mushroom Spore, Poison Spore, Feather, Red Blood, Alcohol, Karvodailnirol, Dew Laden Moss	gef_fild02, gef_fild09, mjolnir_06, mjolnir_07, mjolnir_09, moc_fild13, pay_fild02, pay_fild03, pay_fild06, pay_fild11, prt_fild10, prt_fild11,prt_maze01, prt_maze03	0	0

RED PLANT

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
1	0	0	0	0	100	0	99	10	1-2	Earth 1	Plant		Red Herb, Flower, Shoot, Stem, Pointed Scale, Fluff, Ment, Romantic Flower	gef_fild05, mjolnir_02, mjolnir_05, gef_dun00, pay_dun00, pay_dun01, pay_dun02, pay_dun03, pay_dun04, prt_maze01, prt_maze03	0	0

SHINING PLANT

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
1	0	0	90	0	100	0	99	20	1-2	Holy 1	Plant		Blue Herb, Yellow Herb, White Herb, Illusion Flower, Yggdrasil Leaf, Yggdrasil Berry, Honey, Emperium	gef_fild02, gef_fild06, gef_fild07, glast_01, mjolnir_01, mjolnir_03, mjolnir_04, mjolnir_05, mjolnir_10, moc_fild11, moc_fild14, pay_fild04, pay_fild06, pay_fild08, pay_fild09, prt_fild00, prt_fild02, prt_fild10, gef_dun00, pay_dun04, prt_maze01, prt_maze03	0	0

THIEF MUSHROOM

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
1	0	0	0	0	100	0	99	15	1-2	Earth 1	Job Change Quest Mob		Orange Net Mushrrom, Gooey Mushroom	Thief Test Area	0	0

WHITE PLANT

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
1	0	0	0	0	100	0	99	10	1-2	Earth 1	Plant		White Herb, Flower, Stem, Pointed Scale, Aloe Leaflet, Hinalle, Deadly Noxious Herb, Romantic Flower	gef_dun01, gef_dun02, orcsdun01, orcsdun02, pay_dun02, pay_dun03, pay_dun04	0	0

YELLOW PLANT

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP	ATTACK	ELEMENT	RACE	SKILLS	DROPS	LOCATION	BASE EXP	JOB EXP
1	0	0	0	0	100	0	99	10	1-2	Earth 1	Plant		Yellow Herb, Flower, Shoot, Stem, Pointed Scale, Fluff, Singing Plant, Romantic Flower	moc_fild01, moc_fild02, moc_fild04, moc_fild05, moc_fild06, moc_fild07, moc_fild09, moc_fild10, moc_fild12, moc_fild13, moc_fild14, moc_fild15, moc_fild17, moc_fild18, prt_fild09, gef_dun00	0	0

Boss

BAPHOMET

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP				MOB	MVP DROPS
81	152	85	95	96	35	120	45	568000		Teleport 1, L	Crescent Scythe, Majestic	Baphomet Jr.	Yggdrasil Berry, Baphomet Dol

DARK LORD

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP				MOB	MVP DROPS
80	120	118	60	64	30	99	70	340000		Teleport 1, Meteor S	Bone Wand, Bone Helm,	Dark Illusion	Skull, Old Purple B

DOPPELGANGER

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP				MOB	MVP DROPS
72	90	35	65	90	60	125	35	149000	1	Teleport 1, Two Hand Q Bash	Full Plate (1), Broad Sword	Nightmare	Cursed Ruby, Blue Pot

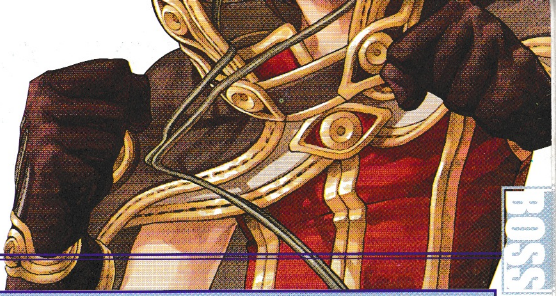
DRAKE

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP				MOB	MVP DROPS
70	80	75	50	49	20	79	35	276666	1	Spear Boomerang 4, V	Saber (3), Ring Pommel Sa	Wraith	White Potion, Amethyst

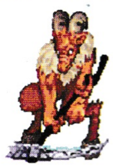
EDDGA

LEVEL	AGI	INT	LUK	VIT	DEF	DEX	MDEF	HP				MOB	MVP DROPS
65	70	66	85	85	15	90	15	152000	1	Teleport 1, Fire Ball 10, Sp	Fireblend, Pipe, Honey, Kat	Bigfoot, Leib Olm	Tiger's Skin, Tiger's Footskin, Flame

Boss



BAPHOMET

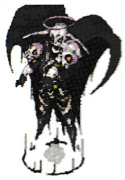


LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
81	152	568000	3220 - 4040	Dark 3	Demon

INT	LUK	VIT	DEF	DEX	MDEF
85	95	96	35	120	45

SKILLS	Teleport 1, Lord of Vermilion 10, Two Hand Quicken 10, Brandish Spear 5, Heal 5, Power Maximize 1, Increase Agi 1, Splash Attack
DROPS	Crescent Scythe, Majestic Goat, Clip, Emperium, Old Purple Box, Elunium Oridecon, Baphomet Card
MOB	Baphomet Jr.
LOCATION	gl_cas02, prt_maze03
MVP DROPS	Yggdrasil Berry, Baphomet Doll, Evil Horn
BASE XP	107250
JOB XP	37895

DARK LORD

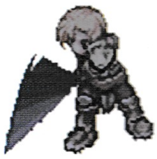


LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
80	120	340000	2800~3320	Undead 4	Demon

INT	LUK	VIT	DEF	DEX	MDEF
118	60	64	30	99	70

SKILLS	Teleport 1, Meteor Storm 9, Two Hand Quicken 10, HP Drain, Fire Wall 7, Increase Agi 1
DROPS	Bone Wand, Bone Helm, Grimtooth, Mage Coat, Cape of Old Marquess, Elunium, Oridecon, Skull Ring
MOB	Dark Illusion
LOCATION	gl_chyard, gld_dun geffen
MVP DROPS	Skull, Old Purple Box
BASE XP	67780
JOB XP	45045

DOPPELGANGER

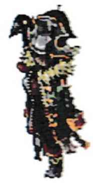


LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
72	90	149000	1340~1590	Dark 3	Demon

INT	LUK	VIT	DEF	DEX	MDEF
35	65	90	60	125	35

SKILLS	Teleport 1, Two Hand Quicken 10, Frost Driver 10, Counter Attack 5, Maximize Power 1, Bowling Bash 5, Bash 10, Pierce 8, Heal 10, Endure 7, Increase Agi 1
DROPS	Full Plate (1), Broad Sword (2), Spiky Band, Lance, Elunium, Oridecon, Doppelganger Card, Zweihander
MOB	Nightmare
LOCATION	gef_dun03, gld_dun al de baran
MVP DROPS	Cursed Ruby, Blue Potion
BASE XP	51480
JOB XP	10725

DRAKE

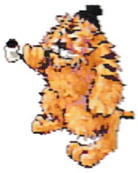


LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
70	80	276666	1800~2100	Undead 1	Undead

INT	LUK	VIT	DEF	DEX	MDEF
75	50	49	20	79	35

SKILLS	Spear Boomerang 4, Water Ball 10, Two Hand Quicken 10, Maximize Power 1, Endure 8, Decrease Agi 1, Increase Agi 1, Teleport 1
DROPS	Saber (3), Ring Pommel Saber(3), Haedonggum(2), Cutlus, Corsair, Elunium, Oridecon, Drake Card
MOB	Wraith
LOCATION	treasure02
MVP DROPS	White Potion, Amethyst
BASE XP	28600
JOB XP	22880

EDDGA



LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
65	70	152000	1215~1565	Fire 1	Brute

INT	LUK	VIT	DEF	DEX	MDEF
66	85	85	15	90	15

SKILLS	Teleport 1, Fire Ball 10, Spear Stab 7, Two Hand Quicken 10, Magnum Break 7, Endure 7, Increase Agi 1
DROPS	Fireblend, Pipe, Honey, Katar of Raging Blaze, Elunium, Oridecon, Eddga Card,Tiger Footskin as regular drop
MOB	Bigfoot, Leib Olmai
LOCATION	pay_fil10, guild_dun payon
MVP DROPS	Tiger's Skin, Tiger's Footskin, Flame Heart
BASE XP	25025
JOB XP	12870

GARM

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
73	126	197000	1700 ~1900	Water 4	Brute
INT	LUK	SKILLS			
65	60	Teleport 1, Frost Driver 8, Cold Bolt 10, Adrenaline Rush 5, Two Hand Quicken 10, Frost Nova [illegible] Endure 7, Decrease Agi 1, Increase Agi 1, Summon Sasquatch			
VIT	DEF	DROPS			
82	40	Fang of Garm, Ice Falchion, Katar of Cold Icicle, Elunium, Oridecon			
DEX	MDEF	MOB		LOCATION	
95	45	Sasquatch		xmas_fild01	
MVP DROPS	Fang of Garm, Old Blue Box, Mystic Frozen	BASE XP	50050	JOB XP	20020

GOLDEN THIEF BUG

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
64	75	86000	870~1145	Fire 2	Insect
INT	LUK	SKILLS			
45	150	Teleport 1, Heal 10 , Fire Bolt 10, Two Hand Quicken 10, Hide 1, Fire Wall 7, Magnum Break 7, Mammonite 10, Increase Agi 1,Summon Thief Bug (Male)			
VIT	DEF	DROPS			
35	60	Gold, Golden Mace, Golden Gear, Golden Bell, Emperium, Elunium, Oridecon, Golden Thief Bug Card			
DEX	MDEF	MOB		LOCATION	
85	45	Male Thief Bug		prt_sewb4	
MVP DROPS	Gold Ring, Ora Ora	BASE XP	14300	JOB XP	7150

MAYA

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
81	97	169000	1800~2070	Earth 4	Insect
INT	LUK	SKILLS			
95	105	Teleport 1, Heaven's Drive 5, Safety Wall 10, Two Hand Quicken 10, Pierce 8, Heal 10, Brandish Spear 5, Increase Agi 1, Maximize Power 1, Summon Arclouse			
VIT	DEF	DROPS			
76	60	Queen's Hair Ornament, Safety Ring, Tiara, Armlet of Obedience, Elunium, Oridecon, Maya Card,Mother's Nightmare			
DEX	MDEF	MOB		LOCATION	
82	25	Arclouse		anthell02, gld_dun prontera	
MVP DROPS	Old Blue Box, Old Violet Box, 1 Carat Diamond	BASE XP	42900	JOB XP	17875

MISTRESS

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
74	165	212000	880~1110	Wind 4	Insect
INT	LUK	SKILLS			
95	130	Teleport 1, Jupitel Thunder 8, Two Hand Quicken 10, Pneuma 1, Heal 10, Lex Divina 8, Combo Attack, Increase Agi 1, Summon Giant Hornet			
VIT	DEF	DROPS			
60	40	Young Twig, Gungnir, Honey, Coronet, Old Card Album, Elunium, Oridecon, Mistress Card			
DEX	MDEF	MOB		LOCATION	
70	60	Sky Petite		mjolnir_05	
MVP DROPS	Rough Wind, Royal Jelly, Pearl	BASE XP	39325	JOB XP	27170

MOONLIGHT

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
67	99	120000	1200~1700	Fire 3	Demon
INT	LUK	SKILLS			
82	120	Teleport 1, Cold Bolt 5, Earth Spike 5, Cloaking, Two Hand Quicken 10, Heal 10, Fire Bolt 5, Mammonite 7, Lightning Bolt 5, Endure 7, Increase Agi 1, Summon NineTail			
VIT	DEF	DROPS			
55	10	Puppy Love, Moonlight Sword, Long Mace, Punisher, Elunium, Oridecon, Moonlight Flower Card, Silver Knife of Chaststy			
DEX	MDEF	MOB		LOCATION	
95	55	Nine Tail		pay_dun05	
MVP DROPS	Fox Tail, White Potion, Topaz	BASE XP	27500	JOB XP	14300

ORC LORD

LEVEL	AGI	HP	ATTACK	ELEMENT	RACE
74	82	333000	2700~3150	Earth 4	Demi-human
INT	LUK	SKILLS			
70	85	Teleport 1, Fire Bolt 10, Cold Bolt 10, Spear Stab 8, Target On, Endure 7, Two Hand Quicken 10, Provoke 8, Lex Divina 8, Increase Agi 1			
VIT	DEF	DROPS			
149	40	Bloody Axe, Ring Pommel Saber (3), GrandCirclet, Belt, Elunium, Oridecon, Orc Lord Card Ring			
DEX	MDEF	MOB		LOCATION	
110	5	Orc Archer		orcsdun02	
MVP DROPS	Old Purple Box, Heroic Emblem	BASE XP	62205	JOB XP	8580

ORC HERO

LEVEL	AGI	HP
77	91	290000
INT	LUK	
70	90	Teleport 1, Thun
VIT	DEF	
99	40	Heroic Emblem, Monk
DEX	MDEF	MOB
115	45	High Orcs
MVP DROPS		Sardonyx, Yggdrassil Be

OSIRIS

LEVEL	AGI	HP
78	75	415400
INT	LUK	
37	40	Teleport 1, Earth Spik Venom
VIT	DEF	
62	10	Old Purple Box, Assassi
DEX	MDEF	MOB
86	25	Ancient Mum
MVP DROPS		Yggdrasil Berry, Osiris Doll, Old B

PHREEONI

LEVEL	AGI	HP
69	85	188000
INT	LUK	
35	60	Teleport1 , Heaven's Driv Spear 5, Heal 10,
VIT	DEF	
78	10	Fortune Sword, Su
DEX	MDEF	MOB
130	20	Sandman
MVP DROPS		Necklace of Oblivion, 1 Carat Diam

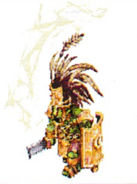
STORMY KNIGHT

LEVEL	AGI	HP
77	185	240000
INT	LUK	
55	79	Teleport1 , Storm Gu
VIT	DEF	
83	35	Zephyrus, Old Blue B
DEX	MDEF	MOB
130	60	Xmas Goblin
MVP DROPS		Boots (1), Mystic Fro

TURTLE GENERAL

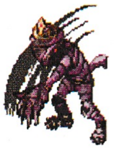
LEVEL	AGI	HP
97	45	455394
INT	LUK	
65	164	Water Ball 5, Teleport 1, Endure 7,
VIT	DEF	
55	50	Iron Driv
DEX	MDEF	MOB
105	54	Assaulter, Freezer, Heater, P
MVP DROPS		Turtle Shell, Yggdrasil Be

ORC HERO



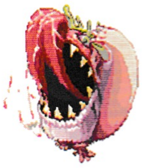
LEVEL	77
AGI	91
INT	70
LUK	90
VIT	99
DEF	40
DEX	105
MDEF	45
HP	290000
ATTACK	2257~2542
ELEMENT	Earth 2
RACE	Demi-human
SKILLS	Teleport 1, Thunder Storm 10, Two Hand Quicken 10, Target On, Adrenaline Rush 5, Maximize Power 1, Endure 7, Increase Agi 1
DROPS	Heroic Emblem, Monkey Circlet, Light Epsilon, Shield (1), Orcish Sword, Elunium, Oridecon, Orc Hero Card
MOB	High Orcs
LOCATION	gef_fild14
MVP DROPS	Sardonyx, Yggdrassil Berry, Steel
BASE XP	58630
JOB XP	32890

OSIRIS



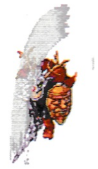
LEVEL	78
AGI	75
INT	37
LUK	40
VIT	62
DEF	10
DEX	86
MDEF	25
HP	415400
ATTACK	780 ~2880
ELEMENT	Undead 4
RACE	Undead
SKILLS	Teleport 1, Earth Spike 5, Quagmire 5, Stone Curse 8, Target On, Two Hand Quicken 10, Bash 10, Venom Dust 5, Increase Agi 1, Curse 1, Summon Ancient Mummy
DROPS	Old Purple Box, Assassin Dagger, Crown, Jamadhar (1), Sphinx Helm, Oridecon, Hand of God, Osiris Card, Sacred Marks
MOB	Ancient Mummy
LOCATION	moc_pryd04
MVP DROPS	Yggdrasil Berry, Osiris Doll, Old Blue Box, Steel
BASE XP	71500
JOB XP	28600

PHREEONI



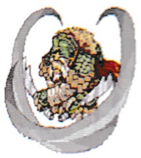
LEVEL	69
AGI	85
INT	35
LUK	60
VIT	78
DEF	10
DEX	130
MDEF	20
HP	188000
ATTACK	880 ~1530
ELEMENT	Neutral 3
RACE	Brute
SKILLS	Teleport1 , Heaven's Drive 5, Storm Gust 8, Earth Spike 5, Two Hand Quicken 10, SP Drain, Hide 1, Brandish Spear 5, Heal 10, Increase Agi 1, Target On, Mental Breaker, Stone Curse 7, Summon Sandman
DROPS	Fortune Sword, Sucsamad, Ant Jaw, Mr. Scream, Elunium, Oridecon, Phreeoni Card,Tongue
MOB	Sandman
LOCATION	anthell01
MVP DROPS	Necklace of Oblivion, 1 Carat Diamond, Star Crumb
BASE XP	32175
JOB XP	16445

STORMY KNIGHT



LEVEL	77
AGI	185
INT	55
LUK	79
VIT	83
DEF	35
DEX	130
MDEF	60
HP	240000
ATTACK	1425~1585
ELEMENT	Wind 4
RACE	Formless
SKILLS	Teleport1 , Storm Gust 10, Safety Wall 10, Target On, Two Hand Quicken 10, Maximize Power 1, Increase Agi 1, Lightning Bolt 8, Summon Xmas Goblin
DROPS	Zephyrus, Old Blue Box, Old Purple Box, Ring (1), Manteau (1), Elunium, Oridecon, Grand Circlet
MOB	Xmas Goblin
LOCATION	xmas_dun02
MVP DROPS	Boots (1), Mystic Frozen, Aquamarine
BASE XP	64350
JOB XP	21450

TURTLE GENERAL



LEVEL	97
AGI	45
INT	65
LUK	164
VIT	55
DEF	50
DEX	105
MDEF	54
HP	455394
ATTACK	2438 ~3479
ELEMENT	Earth 2
RACE	Brute
SKILLS	Water Ball 5, Teleport 1, Sonic Blow 10, Brandish Spear 10, Two Hand Quicken 10, Maximize Power 1, Endure 7, Increase Agi 1, Summon Assaulter, Heater, Freezer, Permeter, Soldier
DROPS	Iron Driver, War Axe (1), Pole Axe, Broken Shell, Zargon, Union of Tribe
MOB	Assaulter, Freezer, Heater, Permeter, Soldier
LOCATION	tur_dun04
MVP DROPS	Turtle Shell, Yggdrasil Berry, Old Violet Box
BASE XP	18202
JOB XP	9800

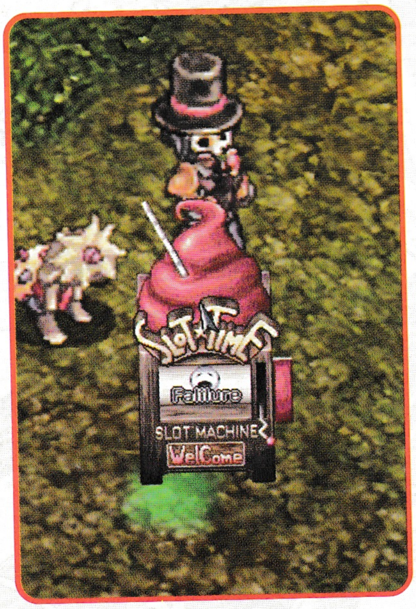
CUTE PET SYSTEM

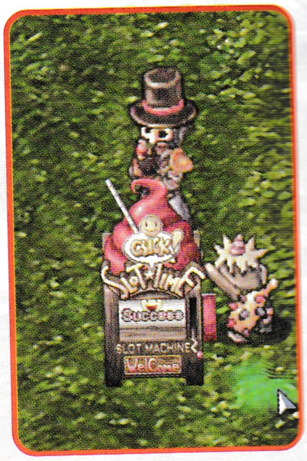
HOW TO CATCH

First off, it is necessary to have the appropriate taming item/s in your inventory for the particular cute pet you want to catch. Then, damage the particular monster to a small fraction of its hit points to increase the chances of capture. Having high Luck increases the probability of catching a pet.

Timing supposedly plays a role but has yet to be proven /heh.

Next, double click on the appropriate pet taming item and click on the monster you wish to capture, and a slot machine will appear. Just click on the slot machine and it will roll either a success or failure. If you roll a failure, don't start throwing tantrums and just try again. When you land a success on the slot machine, DING DING DING DING! You now have a pet egg in your inventory!





Note that some of the taming items have to be converted from dropped items at pet merchant NPCs located at Izlude and Alberta.

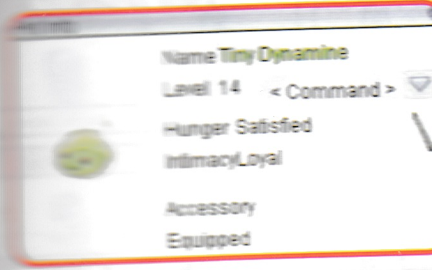
Remember, that only a few monsters in the Rune Midgard world can be caught as pets so don't try looking for taming items for pets that don't exist yet. It would be great having a Wanderer as a pet but it might end up having you as its pet; or maybe lunch.

Pet Care

To hatch your newly captured egg, you must have a Pet Incubator in your inventory. This can be bought from pet merchants which can be found in the towns of Prontera, Izlude, Morroc, Geffen, and Payon. Double click on the incubator and select which egg you want to hatch.

If this is your first time to hatch the pet egg, you should best feed it right away because your pet is now very hungry and is shy of his/her new master. Having the pet info window (Alt+J) open would be useful so that you can monitor when the pet is hungry, and see its intimacy level.

There are different hunger levels of your pe
These are: stuffed, satisfied, neutral an
hungry. Proper feeding is very importa
because you don't want to have your pe
hungry for long periods of time. Your pet wi
run away if you don't take the time to fee
and take care of him/her. On the other end
the spectrum, you don't want to overfee
your pet because, he/she will be ve
annoyed at you – if you keep on stuffing hi
her with food, it most likely will develo
indigestion making it run away to th
nearest bush, never to be seen again. The be
time to feed a pet is when its hunger level
is neutral.



Name Tiny Dynamine
Level 14
Hunger Satisfied
IntimacyLoyal
Accessory
Equipped

You will also notice in the pet info window
cute pet accessory. Only certain items can
worn on pets. Double click on the item in y
inventory to have your pet wear its particu
cute pet armor.
Naming your pet is also important. Althou
the system does not say that the pet hav
a name improves the chances for it to achi
loyal intimacy in a short amount of tim
seems important because it is, after all, y
pet. Be warned though that you can na
your pet only once. A confirmation win
will appear to verify that you want to na
your pet. Click on yes if you are really sure
want your pet named as such.
Your pet also has various performances or t
that he/she can do. These tricks vary with
particular intimacy level of your pet.

There are various intimacy levels of your
These are: shy, neutral, cordial and loyal
intimacy level of your pet rise if you feed
the right time, spend some quality time
him/her/it, or go off adventuring and lev

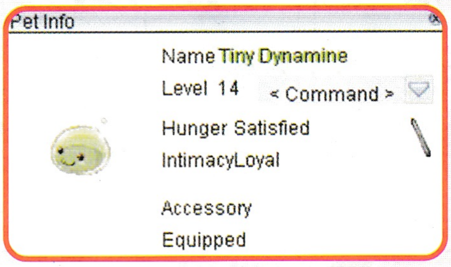
ns have to
t pet mer-
lberta.

ers in the
ht as pets
ns for pets
eat having
it end up
ch.

you must
tory. This
which can
ra, Izlude,
e click on
you want

e pet egg,
y because
shy of his/
o window
at you can
nd see its

There are different hunger levels of your pet. These are: stuffed, satisfied, neutral and hungry. Proper feeding is very important because you don't want to have your pet hungry for long periods of time. Your pet will run away if you don't take the time to feed and take care of him/her. On the other end of the spectrum, you don't want to overfeed your pet because, he/she will be very annoyed at you – if you keep on stuffing him/her with food, it most likely will develop indigestion making it run away to the nearest bush, never to be seen again. The best time to feed a pet is when its hunger level is at neutral.


Pet Info

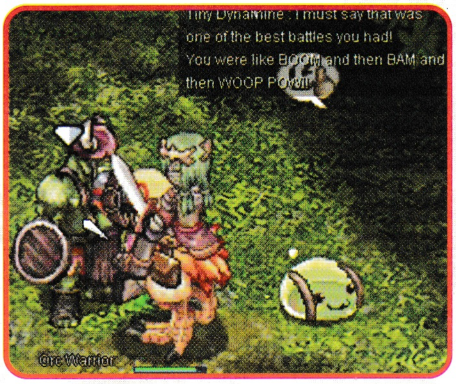
Name Tiny Dynamine
Level 14
< Command >
Hunger Satisfied
IntimacyLoyal
Accessory
Equipped

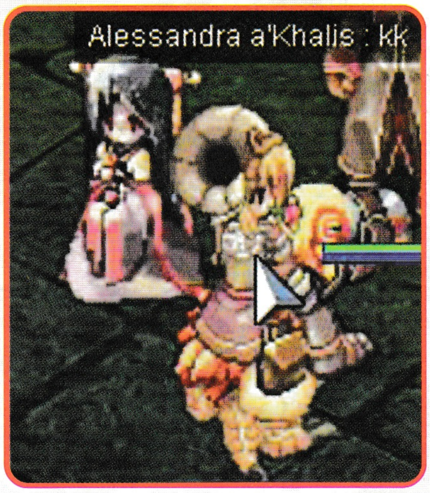
You will also notice in the pet info window the cute pet accessory. Only certain items can be worn on pets. Double click on the item in your inventory to have your pet wear its particular cute pet armor.

Naming your pet is also important. Although the system does not say that the pet having a name improves the chances for it to achieve loyal intimacy in a short amount of time, it seems important because it is, after all, your pet. Be warned though that you can name your pet only once. A confirmation window will appear to verify that you want to name your pet. Click on yes if you are really sure you want your pet named as such.

Your pet also has various performances or tricks that he/she can do. These tricks vary with the particular intimacy level of your pet.

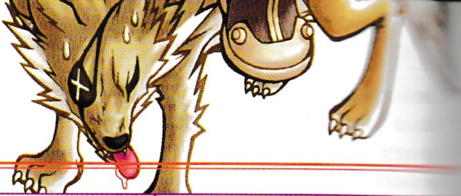
There are various intimacy levels of your pet. These are: shy, neutral, cordial and loyal. The intimacy level of your pet rise if you feed it at the right time, spend some quality time with him/her/it, or go off adventuring and leveling up with your pet. Try not to get carried away by baby talking to it by saying "awuga-wuga-wuga" and making funny faces and tickling your monitor especially when you're in a café for it could prove really fatal for you. Dying often while with your pet and changing ownership makes the intimacy level fall. When the intimacy level of the pet is at loyal, your cute pet will now talk and flood your screen with its thoughts and feelings

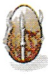
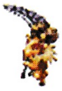
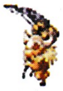
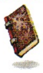
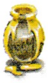
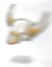
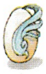
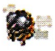
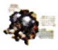
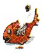
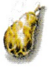
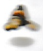
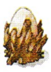
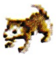
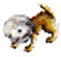
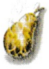
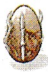
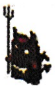
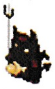
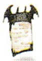
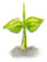
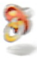
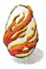
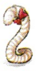
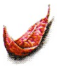
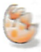
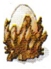
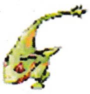
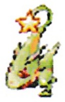
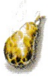
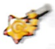
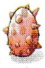
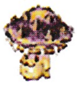
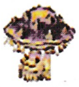
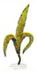
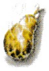
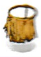
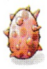
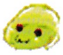
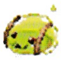
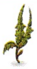
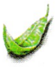
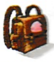
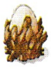
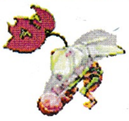
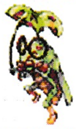
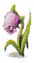
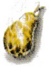
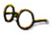

Tiny Dynamine : I must say that was one of the best battles you had! You were like BOOM and then BAM and then WOOP POW!!!

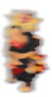
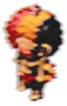
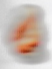
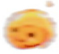
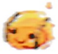
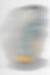
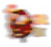
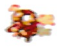
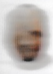
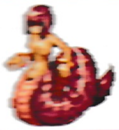
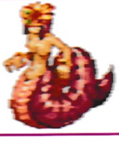
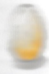
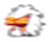
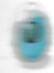
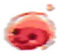
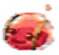
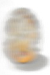
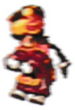
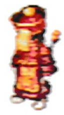
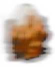
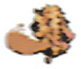
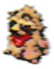
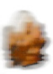
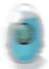
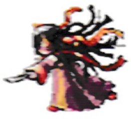
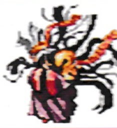

Alessandra a'Khalis : kk

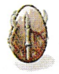
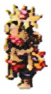
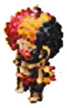
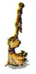
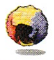
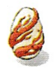
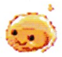
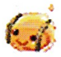
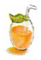
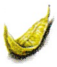
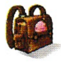
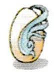
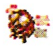
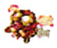
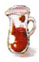
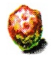
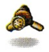
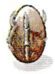
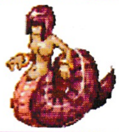
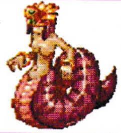
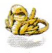
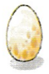
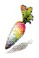
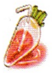
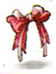
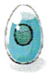
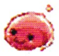
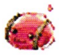
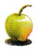
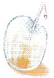
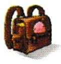
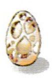
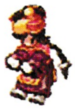
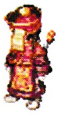
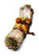
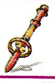
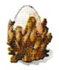
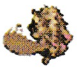
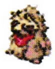
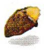
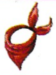
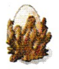
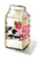
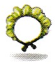
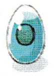
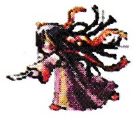
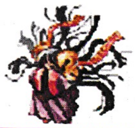
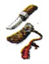
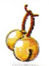
Remember, having a pet is a big responsibility. Just like having your own pet IRL, – in real life – you need to give it a good dose of TLC. Care for it and feed it at the right times and it will love you with all its heart, but neglect it and it will hate you and leave you just like your ex-girlfriend.

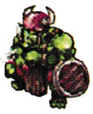
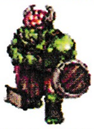
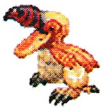
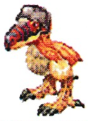
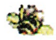
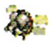
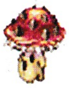
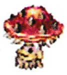
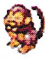
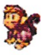
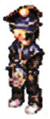
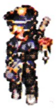
PETS



NAME	IMAGE	WITH ACCESSORY	TAMING ITEM	FOOD	ACCESSORY
BAPHO JR. 			BOOK OF DEVIL  Quest	HONEY 	SKULL HEL  Quest
CHON CHON 			ROTTEN FISH  Megalodon/Wild Rose	PET FOOD 	MONSTER MASK  Quest
BABY DESERT WOLF 			WELL-DRIED BONE Pirate Skeleton	PET FOOD 	TRANSPAREN PROTECTI Marine Sph
DEVIRUCHI 			CONTRACTS IN SHADOW  Joker	SHOOT 	PACIFIER  Punk
PICKY 			EARTHWORM THE DUDE  Kukre	RED HERB 	TINY EGG SHEL  Super Pick
PETITE 			SHINING STONE Zenorc	PET FOOD 	STELLAR HA  Quest
POISON SPORE 			DEADLY NOXIOUS HERB  Marina/White Plant	PET FOOD 	BARK SHOR  Argos
POPORING 			BITTER HERB  Green Plant	GREEN HERB 	BACKPACK  Pet Mercha
ROCKER 			SINGING FLOWER  Flora and Quest	PET FOOD 	ROCKER GLASS  Pet Mercha

NAME	IMAGE	WITH ACCESSORY
DOKEBI 		
DROPS 		
HUNTER FLY 		
ISIS 		
LUNATIC 		
PORING 		
MUNAK 		
SMOKIE 		
SAVAGE BABE 		
SOHEE 		

NAME	IMAGE	WITH ACCESSORY	TAMING ITEM	FOOD	ACCESSORY
DOKEBI 			OLD BROOM  Alice/ Bathory	PET FOOD 	WIG  Myst
DROPS 			ORANGE JUICE  Drops	YELLOW HERB 	BACKPACK  Pet Merchant
HUNTER FLY 			MONSTER JUICE  Quest	RED GEMSTONE 	MONSTER OXYGEN MASK  Quest
ISIS 			ARMLET OF OBEDIENCE Verit	PET FOOD 	QUEEN'S HAIR ORNAMENT  Maya/ Maya Purple
LUNATIC 			RAINBOW CARROT  Lunatic/ Eclipse	CARROT JUICE 	SILK RIBBON  Sting/Quest
PORiNG 			UNRIPE APPLE  Chepet/ Mastering/ Poring	APPLE JUICE 	BACKPACK  Pet Merchant
MUNAK 			NO RECIPIENT  Quest	PET FOOD 	PUNISHER  Moonlight
SMOKIE 			BAKED YAM  Horong	PET FOOD 	RED MUFFLER  Anolian/ Chepet
SAVAGE BABE 			SWEET MILK  Savage Babe	PET FOOD 	GREEN LACE  Wormtail
SOHEE 			SILVER KNIFE OF CHASTITY  Tirfing/Moonlight	PET FOOD 	GOLDEN BELL  Golden Thief Bug

NAME	IMAGE	WITH ACCESSORY	TAMING ITEM	FOOD	ACCESSORY
ORC WARRIOR 			HORROR OF TRIBE Quest	PET FOOD 	WILD FLOWER Quest
PECO PECO 			FATTY CHUBBY EARTHWORM Hode	PET FOOD 	BATTERED POT Martin
STEEL CHON CHON 			RUSTY IRON Dragonfly/Scorpion	IRON ORE 	MONSTER OXYGEN MASK Quest
SPORE 			DEW LADEN MOSS Plankton/ Black & Red Mushrooms	PET FOOD 	BARK SHORTS Argos
YOYO 			TROPICAL BANANA Choco	BANANA JUICE 	MONKEY CIRCLET Orc Hero
BONGUN 			HEART OF HER Quest	PET FOOD 	SWORD OF GRAVEKEEPER Unknown

PLAYER

Stemming out from other games, su
as Diablo and Counterstrike, P
(Player versus Player) is very popu
here in pRO. Filipinos have proven to
largely competitive and PvP provides play
the chance to pit their skills, test their buil
play competitively or just have plain fun, n
it be one-on-one, parties versus parties
even guild against guild.

Characters must at least be lv31 to enter
PvP arena. These arenas can be access
through the PvP buildings within the towns
Payon, Morroc, Geffen, Prontera and Albe
Talk to the PvP Doorman if interested in go
to PvP. The fee for going into either the Yo
or Nightmare waiting room is 500 zennie

The PvP battles have two settings, Yo
mode and Nightmare mode. In Yoyo mo
players may participate in battles within
confines of maps of the major citi
Payon, Izlude, Morroc, Alberta a
Prontera. All of these arenas may host
to 128 players. After talking to the P
doorman, the player will find hims
transported to the appropriate waiti
room. One can battle according to le
brackets ranging in increments of 10 (e
lv31-40. 41-50. 51-60 and so on) or go
out and take on everyone, be they lv
characters to lv99 players in the 'No Lin
bracket. In Nightmare mode, players a
placed in an entirely different set of ma
Nightmare mode has five different ma
These are the Sandwich, Lock-on, Fo
Room, Under Cross and the Compa
Room; creepy settings that give off an ee
feel. Additionally, as if having to fight oth
players in PvP wasn't enough, the ma
have certain monsters spawning all o
too. Again, as if THAT were not enou
there is also a small percentage tha
player killed in Nightmare mode will los
piece of equipment brought into battle!
wary when choosing between Yoyo an

PLAYER VS PLAYER

Stemming out from other games, such as Diablo and Counterstrike, PvP (Player versus Player) is very popular here in pRO. Filipinos have proven to be largely competitive and PvP provides players the chance to pit their skills, test their builds, play competitively or just have plain fun, may it be one-on-one, parties versus parties or even guild against guild.

Characters must at least be lv31 to enter the PvP arena. These arenas can be accessed through the PvP buildings within the towns of Payon, Morroc, Geffen, Prontera and Alberta. Talk to the PvP Doorman if interested in going to PvP. The fee for going into either the Yoyo or Nightmare waiting room is 500 zennies.

The PvP battles have two settings, Yoyo mode and Nightmare mode. In Yoyo mode, players may participate in battles within the confines of maps of the major cities, Payon, Izlude, Morroc, Alberta and Prontera. All of these arenas may host up to 128 players. After talking to the PvP doorman, the player will find himself transported to the appropriate waiting room. One can battle according to level brackets ranging in increments of 10 (e.g. lv31-40. 41-50. 51-60 and so on) or go all out and take on everyone, be they lv31 characters to lv99 players in the 'No Limit' bracket. In Nightmare mode, players are placed in an entirely different set of maps. Nightmare mode has five different maps. These are the Sandwich, Lock-on, Four Room, Under Cross and the Compass Room; creepy settings that give off an eerie feel. Additionally, as if having to fight other players in PvP wasn't enough, the maps have certain monsters spawning all over too. Again, as if THAT were not enough, there is also a small percentage that a player killed in Nightmare mode will lose a piece of equipment brought into battle! Be wary when choosing between Yoyo and Nightmare if all you want is to have fun, since Nightmare mode might not prove to be fun at all.

Dying in PvP will not result in a loss of experience points. Dying twice in a row will automatically have the player respawn in his/her last save point.

Lately, PvP stands more for parties versus parties. Parties of mostly seven players take on one another in team battles. A myriad of combinations of job classes and builds make up these seven players, from the ever-popular VIT Knight or DEX Hunter to the more radical build of STR Wizards.

PvP-only builds are not too high on the priority of most players here in pRO. It is mostly the common builds that one would normally see, though there would be skills that will be taken because of the intent to go to PvP.

There are those that have built characters specifically for PvP, with skills and statistics that are just geared up specifically for that purpose; meaning their builds are not conventional or as suitable for adventuring.

Skills constitute a great deal when it comes to PvP. A Swordsman lacking the skill Endure might find himself having a hard time reaching his intended target. A Hunter without the Charge Arrow will almost surely be taking piercing shots from opposing knights. A Priest that did not take the skill Pneuma will surely see rival hunters taking down his fellow teammates in an instant.

Stats are also important when going into PvP. A Katar Assassin will surely have a harder time taking down a fellow assassin if his opponent has more LUK than he does. A Knight with lower VIT will have a harder time bringing down a fellow knight with higher VIT stats. In effect, try to take stat allocation into consideration when building a character. If stat allocation has been mussed up a bit, the character's equipment can make up for misplaced or lack of stats.

Proper equipment plays a vital role when playing pRO, whether it may be during adventures through the lands of Midgard or in PvP. A player with non-upgraded or non-carded equipment will surely have a hard time taking down opponents in PvP that are fully equipped with the proper cards and armor upgrades.

The proper survival tools are needed when going into PvP, especially when entering a map with aggressive people. A handy number of Green Potions and healing aids such as White Potions and Yggdrasil Berries will certainly help a lot. Grape Juice, Blue Herbs and potions will surely be handy when the need arises, so carrying a few of these in the inventory will never prove to be a mistake. It helps a lot in surviving unprovoked or untimely assaults. Also, it is always best to have a priest tag-around. Nothing beats having a personal nurse. Use the terrain to avoid single target spells.

PvP tournaments have arisen here in pRO and the top two guilds that have garnered acclaim in this area have been the Steel Wolves and the Untouchables.

Know Your Role

Tips on how to play certain characters.

Knights: Huge amounts of HP, able to soak up a lot of damage, A knight is a very headstrong job.

Spear Stab: Very useful since VIT/Spear Knights' attack speed is really slow, one will need to keep the distance between the

Lex Divina !!
Pneuma !!
Heal !!
Jupitel Thunder !!
Heal !!
2102
390
Double Strafe !!
3892
Heal !!
382
Hein` (SW`Heingo)
Steel Wolves [Iron Chrysanthemum]

[illegible] unit. Useful fo
[illegible] out of Safety Walls an
[illegible]

[illegible] "standardized" attack of a VI
[illegible] of its low SP cos
[illegible] output.

[illegible] is to protect the nukers
[illegible] away from his part
[illegible] hunters as soon as possible.

[illegible] Never leave home withou
[illegible]

[illegible] of any party, if the
[illegible] else is soon to follow

[illegible] is very useful but ca
[illegible] Priests are useles
[illegible] well-placed lv10 Ston
[illegible] priest wearing Unfroze
[illegible]

[illegible] Resurrection on allie
[illegible] make sure to pr
[illegible] Experienced hunte
[illegible] who have just bee
[illegible]

[illegible] a full support prie
[illegible] MDEF. Try to fi
[illegible] your MDEF while n
[illegible] DEF.

priest and its supported unit. Useful for pushing people out of Safety Walls and Pneuma.

Pierce: The "standardized" attack of a VIT knight due to the nature of its low SP cost and Med-High damage output.

The Knights' basic job is to protect the nukers, keep the opposing priest away from his party and take out hunters as soon as possible.

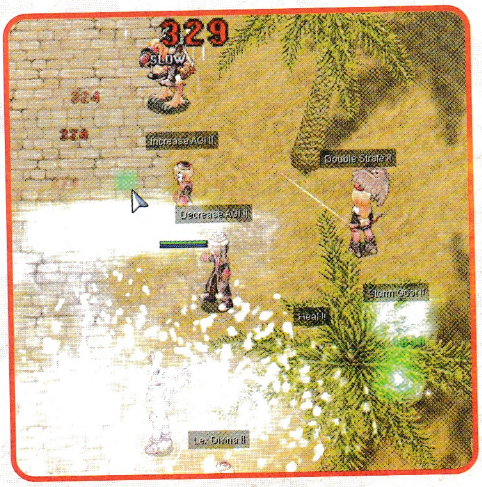
Priest: Support unit. Never leave home without one.

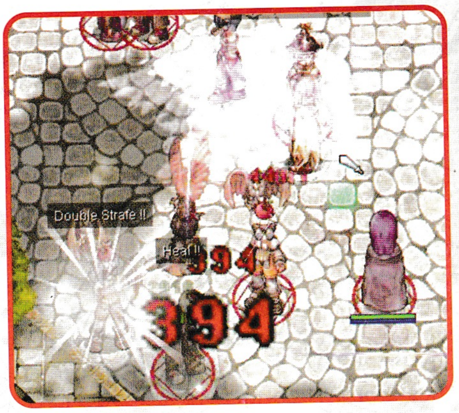
Basically the backbone of any party, if their priest dies everyone else is soon to follow.

Unfrozen (Marc card) is very useful but can work against the user. Priests are useless when frozen but a well-placed lv10 Storm Gust will kill a priest wearing Unfrozen armor so be alert.

Before casting Resurrection on allies (especially wizards) make sure to pre-place Pneuma. Experienced hunters usually go for those who have just been resurrected.

At higher levels, a full support priest must concentrate on MDEF. Try to find ways to increase your MDEF while not compromising DEF.





Hunters: High damaging long-range attackers. Always go for maximum damage.

A hunter's life is pretty hard, they deal a lot of damage but receive as much as well. Hunters perish quickly, especially versus magical spells, so this weakness can remedied using the anti-elemental equipment (Dustiness, Jakk, etc).

Pneuma makes a hunter worthless so the teamwork between the hunter and the wizard that casts Jupitel Thunder, to knock back an enemy out of the field of Pneuma leaves enough time for the hunter to land a couple more good hits on the target.

Hide Clips are very important.

Hunters should try to stay away from enemy sight and change the camera angle view to what is termed "snipe mode", that way they will be able to stay out of sight and shoot away.

Wizards: Normally classified as Bolters and Nukers, but either type serve as artillery.

Bolters (mages with high levels of Cold/Fire Bolt) should run up to the opposing wizard and land a Lex Aeterna then Cold/Fire Bolt him this is a 90% guarantee sure kill on an opposing wizard, taking out an artillery piece from the opposition.

Wizards that pack area effect spells are the ones doing the real damage spamming. Storm Gust will help the team a lot because this automatically takes out the opposing knights (provided they do not pack unfrozen armor).

Area effect spells also causes confusion among the enemy priests, once they see that all the HPs of their party are being whittled down all at once, they desperately try to heal everyone forgetting themselves in the process or will heal themselves forgetting the team.

Assassins: Ignoring the DEF rating of the intended target is always a good thing.

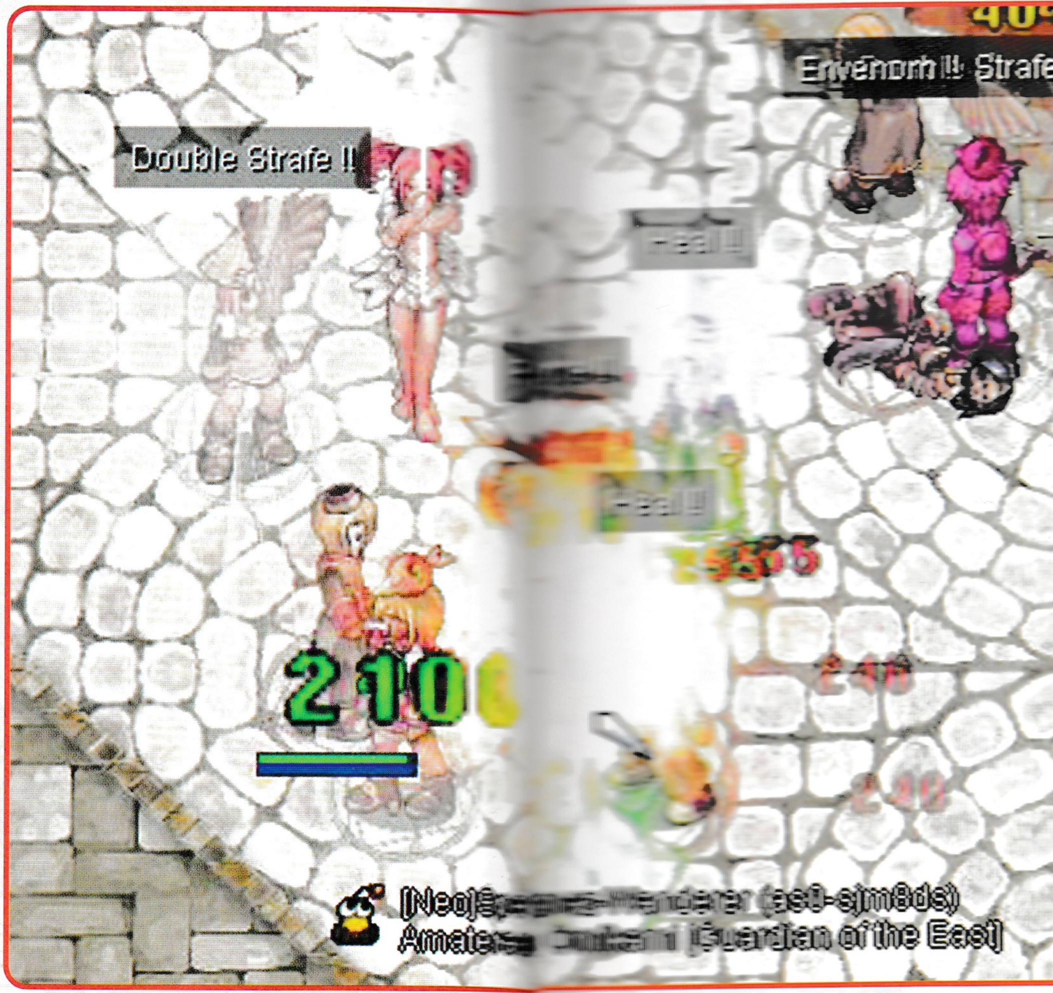
Make sure that LUK is high, considering Critical hit ratio is proportional to the targets LUK value. If not, use a Cursing Jur to drop the opponents LUK to 0.

Use the assassin's stealth skills to its fullest. Hug the terrain.
Hide is a most useful skill, canceling the singular spell intended to target the assassin.

Blacksmith: VIT build smiths can prove to be a hassle if not a grave threat to anyone opposing them in combat.

VIT/STR Battle Smiths carrying a ton of potions and millions of zeny for Mammonite have proven to be the most damaging class in single combat.

Hammerfall is a very handy skill. With the chances of stunning multiple enemies, this skill proves to be dangerous, especially to those that rely too much on AGI to survive.



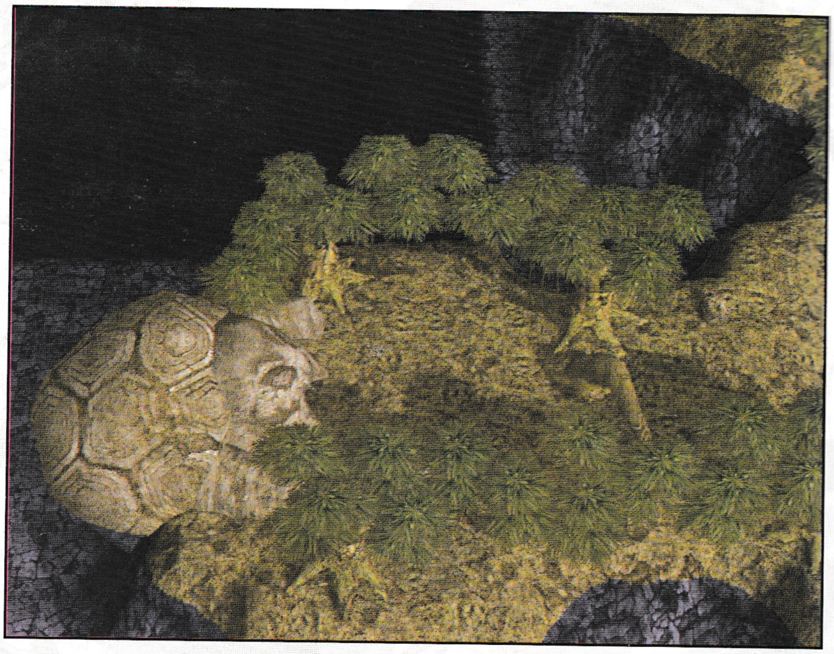
PLAYER VS PLAYER

4042
Envenom !! Strafe !!
196
Heal !!
1073
1073
Heal !!
!!
Pierce !!
Heal !!
5505
Lex Aeterna !!
240
240
-Wanderer (as0-sjm8ds)
ikami [Guardian of the East]

TURTLE ISLAND

The Story of Turtle Island

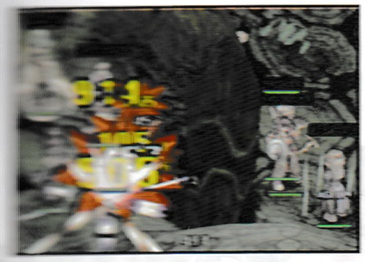
There is a legend handed down to generations of sailors who ply the trading routes between Alberta and Izlude. The legend of Turtle Island. Every time a ship goes near it, fog starts to envelop the island. Because of the mystery behind the island, it has become a destination for brave adventurers. It is rumoured that the island hides a piece of Yamir's Heart which is considered as a very important artifact in Rune Midgard. Due to the risk, most of the citizens of Alberta are afraid to go to this Island, which is why not very many people know how to get there. Today, several scholars and scientists have been looking for adventurers and volunteers to aid them in their study of this island.

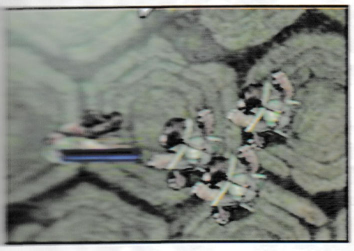


The way to the Turtle Island

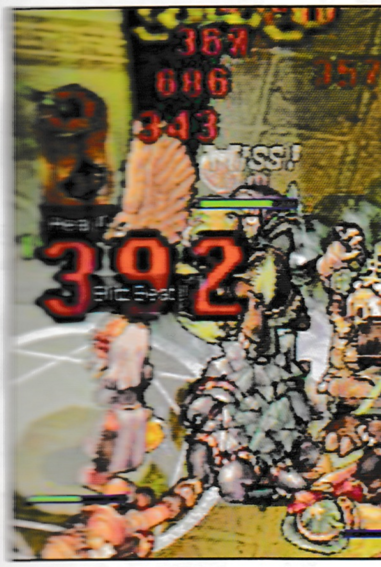
Since the island was found to be immensely dangerous, not too many people would dare to go there. But if you're determined enough, you can find some people in Alberta who know how to get there. Just give them some Zeny, and they'll swallow up their fear and take you there in a jiffy.

First, go to the North of Alberta. Insi
him. Afterwards, go out of the buildi
ship, you'll find a Sailor who will tak

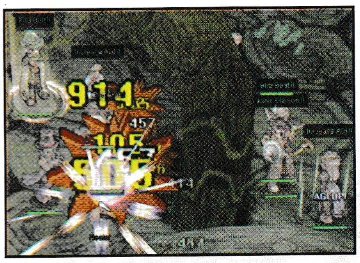


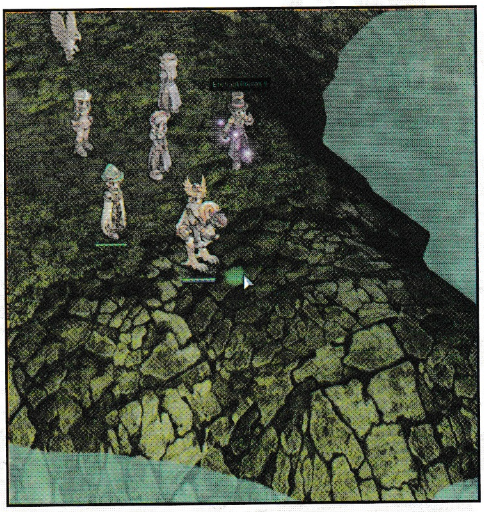


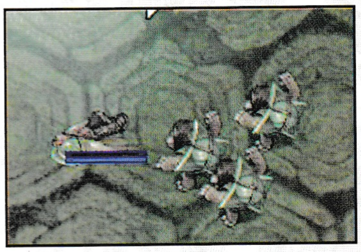
It is said that this island houses the
power and age. At his disposal is a h
ent abilities, from the Permeter, whi
named Freezer, to the ninja like Ass
ages of themselves. A lot of adventu
to be seen again, solo adventurers b



First, go to the North of Alberta. Inside the inn, you'll find Turtle Grandpa. Talk to him. Afterwards, go out of the building and walk southeast. At the dock near the ship, you'll find a Sailor who will take you to Turtle Island for 10,000 Zenys.







It is said that this island houses the Turtle General, a creature of immense size, power and age. At his disposal is a horde of turtles, each having their own different abilities, from the Permeter, which casts heal, the bricklike Soldier, the aptly named Freezer, to the ninja like Assaulters who can make multiple shadow images of themselves. A lot of adventuring parties have gone to turtle island, never to be seen again, solo adventurers beware.

367
686
343
357
MISS!
Heal !!
392
Blitz Beat !!

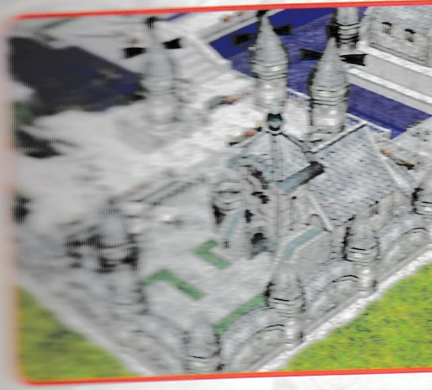
Episode 4: THE WAR OF EMPERIUM

The History of the War of Emperium

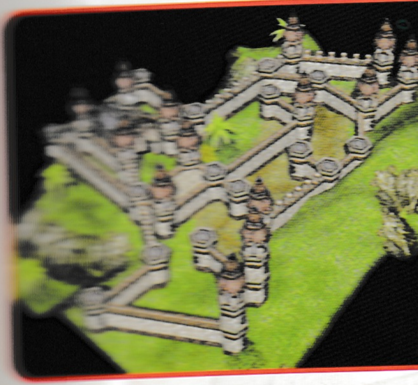
A long time ago, King Tristan III decided to raise an army to protect his kingdom from the wrath of the God Odin. He was afraid that the castle's funds might not be able to sustain the needs of his soldiers so he came up with private armies which he called "guilds".
The king ordered the construction of 20 Castles for his guilds. These limited number of castles house the most powerful guilds in Midgard, who also receive bountiful rewards from the king himself.
The king schedules a date and time for the guilds to test their might against each other. The victorious guild gets to have their own guild house and gains the king's favor. This is the king's way of promoting competence between the guilds that will protect his kingdom; The strong shall be the ones to inherit the world of Midgard!

S

The competition of seizing the
Baran, and Payon is called the
ment inside the Guild Houses
their emperium or destroy
In order to win a Guild house,
Emperium. In the beginning,
strong monsters. A daring
Agit, and destroy their
first test given by King Tristan
be amongst his chosen. The
will get various items in their
ing functions of their fortress.



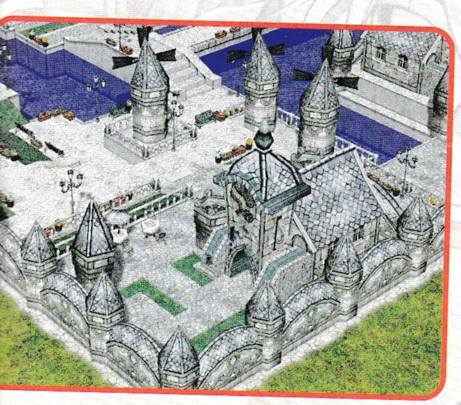
Al de Baran Guild House

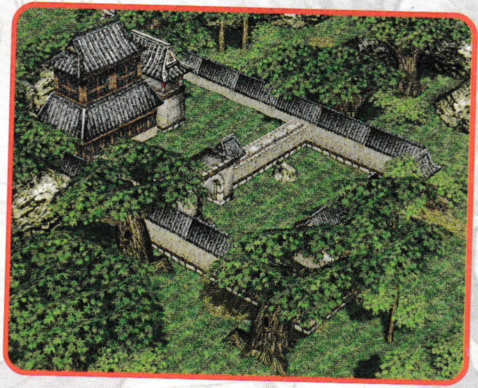


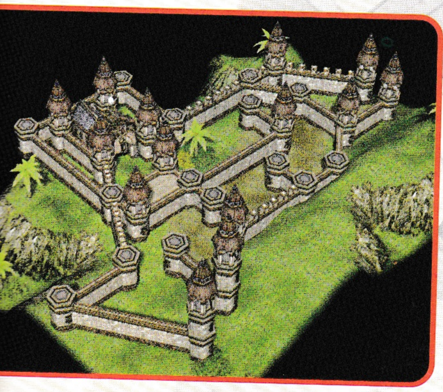
Geffen Guild House

Summary

The competition of seizing the Guild Houses of Prontera, Geffen, Al De Baran, and Payon is called the War of Emperium. These competitions are held inside the Guild Houses where guilds and their allies try to defend their emperium or destroy their opponents' to take hold of their fortress. In order to win a Guild house, your task is to destroy the reigning guild's Emperium. In the beginning, the Agits are the rest houses of several new strong monsters. A daring guild must first eliminate all monsters in the Agit, and destroy their Emperium to capture the guild house. This is the first test given by King Tristan III to determine if the guild is qualified to be amongst his chosen. The guild who is able to take over a guild house will get various items in their new hideout and also enjoy the interesting functions of their fortress.


Al de Baran Guild House


Payon Guild House


Geffen Guild House

Prontera Guild House

Guild War

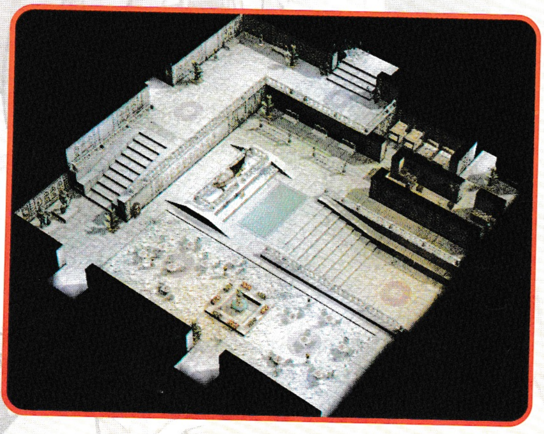
The time when guild houses can be besieged are pre-announced. Two hours are normally given for 'castle sieges'.

During regulated guild war sessions, opposing guilds may challenge the King's best guilds to challenge ownership of these Agits located in Prontera, Geffen, Al de Baran, and Payon. Only during guild wars will the guild's Emperium be visible, yet hidden deep within the Agit.

Jupitel Thunder !!
Army of DORKness [AreYouAfrai

All is Fair

Some items and skills are prohibited during guild battles to ensure the smoothness of the game during guild wars. For instance, the skills Teleportation, Warp Portal, and Endure will not be allowed to give equal footing to all. The potion Anodyne and the item Fly Wing, are also prohibited. For those of you who have mastered the Back Slide skill to get out of traps, this will also not apply during guild versus guild battles.

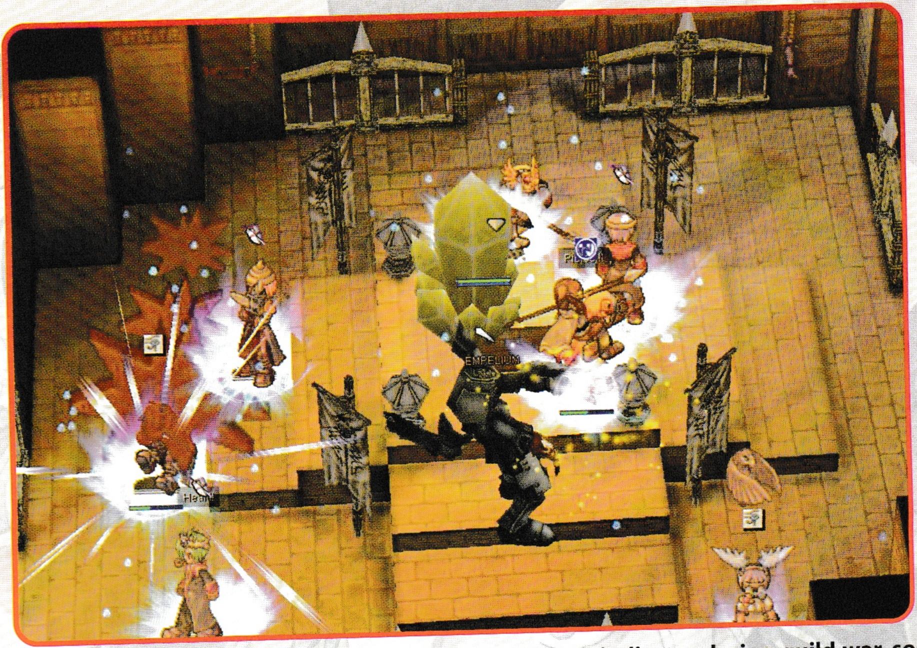


There will also be no hit point and
you won't be able to tell what dam
cated, yet no numerals will be shown

In order to prevent game lag, all skill
effects will replace the standard spe

It is also important to note that Gu
holding unto the Agit. It is not poss
War nor will they be attacked by the
their Allies and help defend or siege

The Guardians hired by the Guild t
time. However, if you enter a Guild
attacked by the Guardians even dur

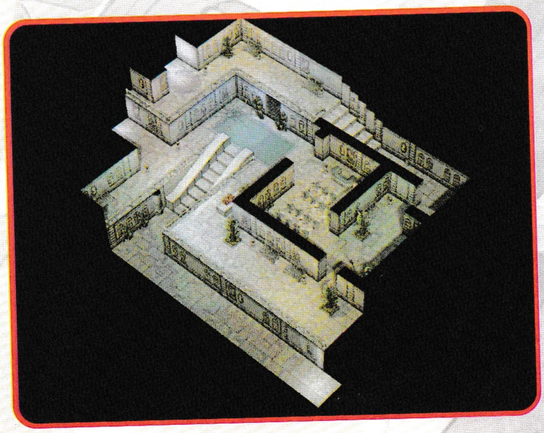


There will also be no hit point and spell point (HP/SP) indicator during guild war, so you won't be able to tell what damage you've inflicted. Critical strikes are still indicated, yet no numerals will be shown.

In order to prevent game lag, all skill effects will be simplified. This means that simpler effects will replace the standard spectacular effects.

It is also important to note that Guild alliances will play a major factor of taking or holding unto the Agit. It is not possible to attack an Allied Guild Member during the War nor will they be attacked by the Guardians. It is a duty for a Guild to watch out for their Allies and help defend or siege an Agit.

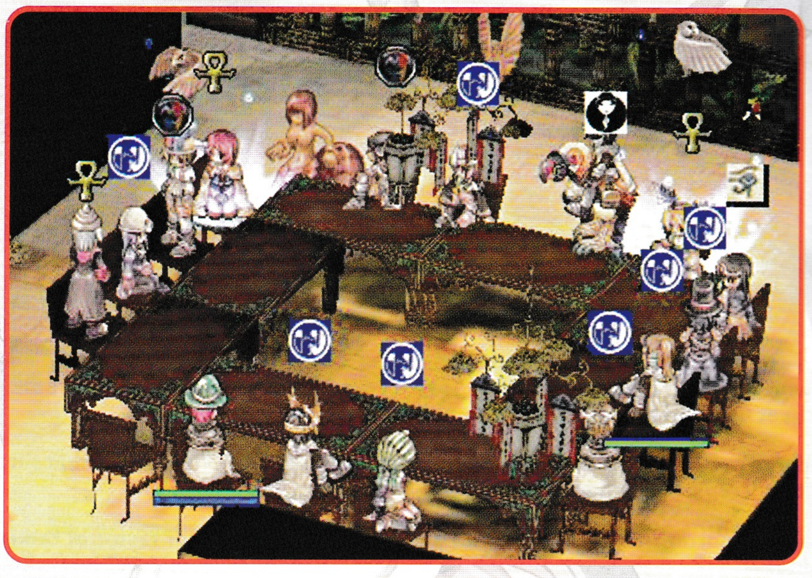
The Guardians hired by the Guild to protect their Agit are only active during Siege time. However, if you enter a Guild House of a foe Guild, you will automatically be attacked by the Guardians even during Peace Time when a Siege is not scheduled.



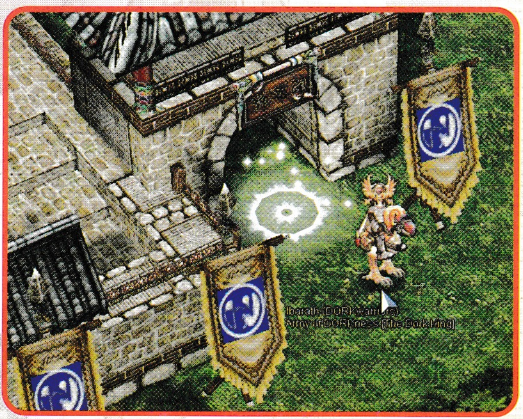
The Agits (Guild Houses)

When you have seized a guild house, you can use its many features to your advantage. The Guild House serves as your guild's personal sanctuary.

1. Increased HP/SP Recovery. Comfort in your fortress.
The Guild members' HP/SP recovery rates inside the guild house will be twice faster than when they are outside.



2. The Guild Flag. The Symbol of your Guild's pride.
Once you possess a guild house, your emblem will be displayed in the form of a huge flag outside your fortress. This same emblem will also be displayed in the town your guild house belongs to. This will bring pride and promotion to your guild.



3. Name your own Guild House. (
The guild master has the power t
[illegible] inside, guardians, and ever
individuality with unique names

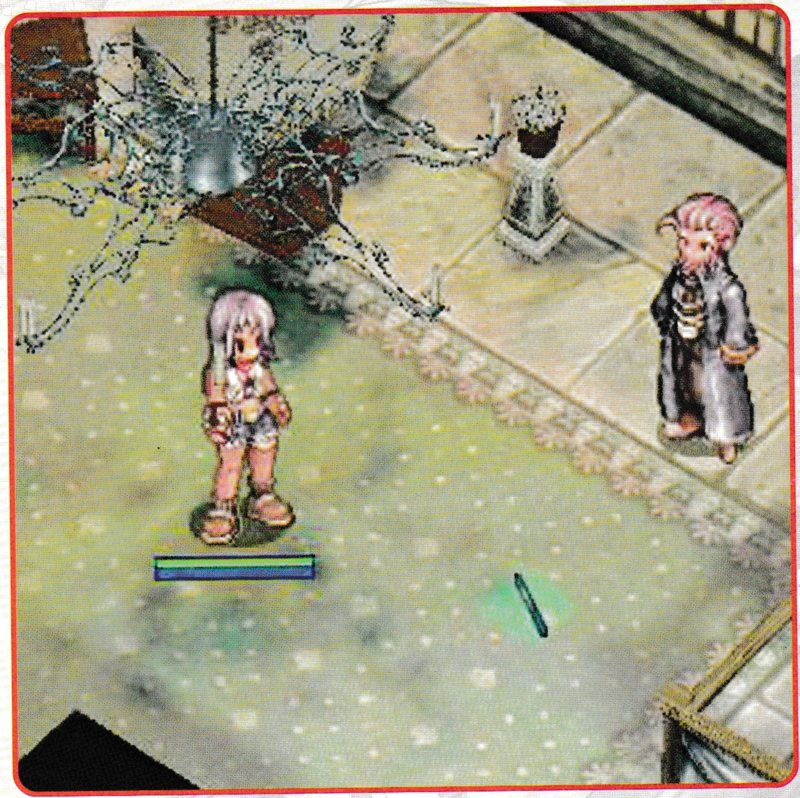
4. The Manager NPC. Your guild's s
everything in your guild house!
[illegible] to enjoy the features of the

Here are the functions of the M
ager NPC:

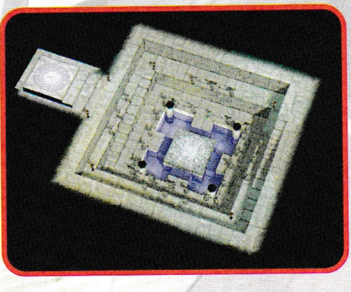
a. Guild Commercial Developm
Invest on Guild Commercial De
opment for commercial grow
Higher commercial developm
will promise more items in
Guild stash.

3. Name your own Guild House. (Not Implimented yet)
The guild master has the power to name everything in his guild house. The Kafra inside, guardians, and even the guild house itself. Show your guild's individuality with unique names.

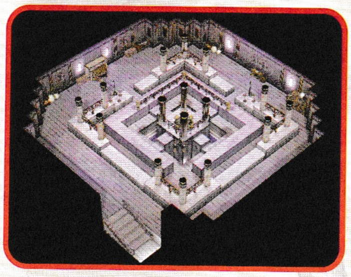
4. The Manager NPC. Your guild's personal butler. He's the one in-charge of everything in your guild house! Only a guild master can use this NPC in order to enjoy the features of the guild house.



Here are the functions of the Manager NPC:



a. Guild Commercial Development
Invest on Guild Commercial Development for commercial growth. Higher commercial development will promise more items in the Guild's stash.



You can only invest your commercial development once in a day so getting highest commercial development requires lots of time. The Guild Commercial Development will go down when an Agit is taken over by other guild.

b. Guild Defense Rate

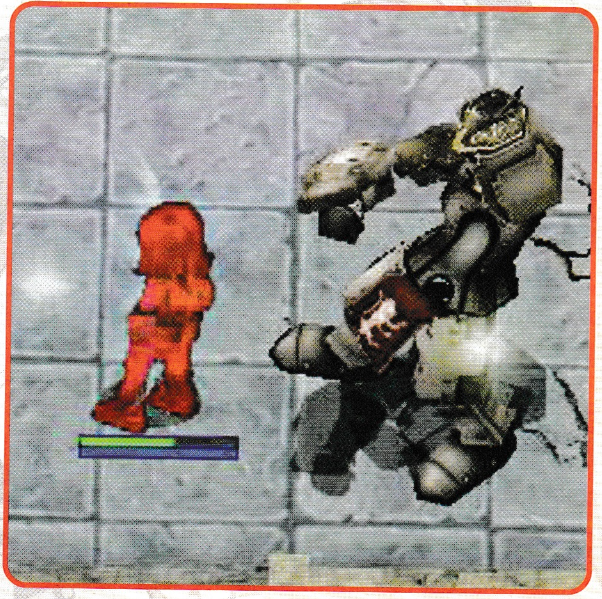
Invest on Guild Defense Rate to make the Guild more secure. The Defense Rate is directly related to the Emperium's durability so do invest a lot on this for better defense.

c. Hire/Fire Private Storage Employee

Hire a Kafra exclusively for Guild members. Hired Kafras let you use storage for free and also warp you to any town for a small fee. You can choose your favorite Kafra and not implimented. You should have the Guild Skill, 'Contract with Kafra' to use this function.

d. Place / Repair Guardian

This places Guardians that will attack everyone but the Guild members and you can revive it through the manager NPC when it has been destroyed. You should have Guild Skill, 'Guardian Research' for this.

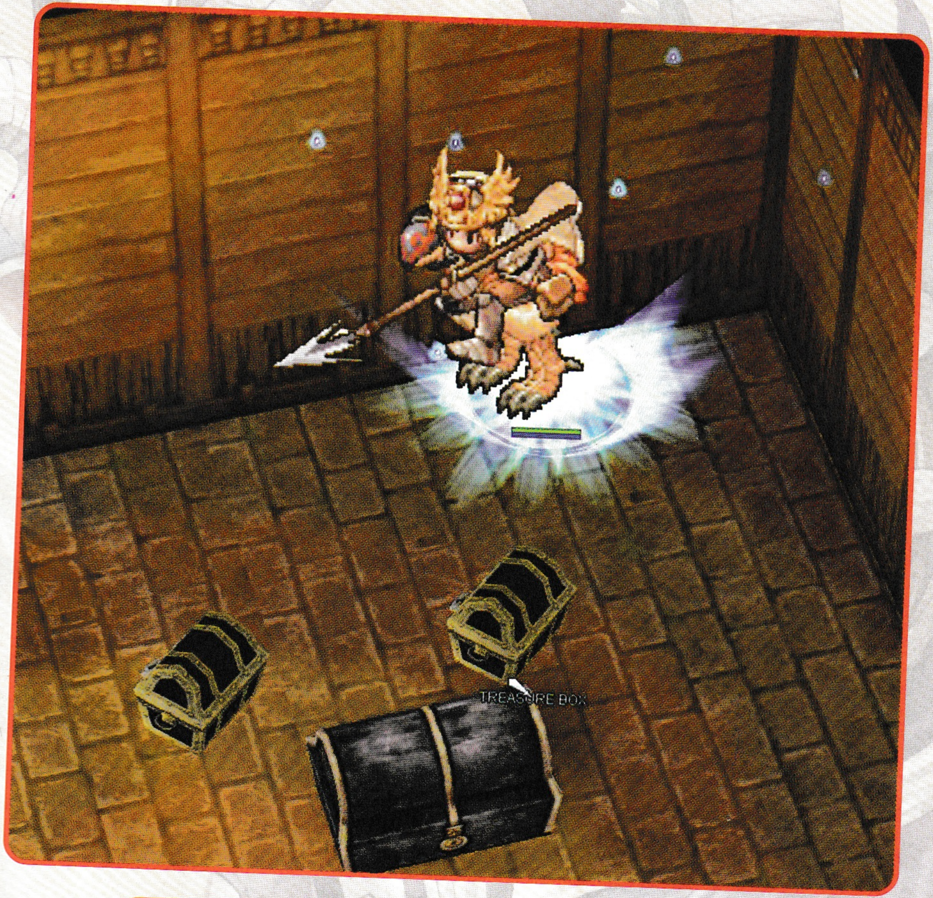


[illegible]

[illegible] the secret place that con
[illegible] The treasure boxes,
[illegible] every day. The ite
[illegible] fortune from these

e. Move to Guild Stash

Guild Stash is the secret place that contains the Guild's Harvest. Only a guild master can enter in here. The treasure boxes, which are related with the Guild Commercial Development appear every day. The items from the treasure boxes are very rare. Your guild will get more fortune from these items.



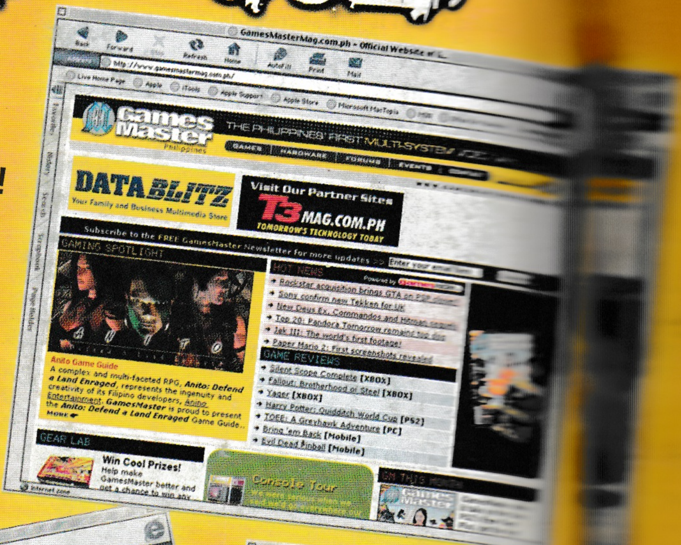
BRIGHT, BOLD

Get in the Game at gamesmastermag.com.ph

Get exclusive web only reviews!!!

Discuss your favorite games in the biggest multi-system discussion board this side of the planet!!!

Get updated about everything that's happening in the local gaming scene!!!


GamesMasterMag.com.ph - Official Website
Back
Forward
Refresh
Home
AutoFill
Print
Mail
http://www.gamesmastermag.com.ph/
Live Home Page
Apple
iTools
Apple Support
Apple Store
Microsoft MacTopia
Games Master Philippines
THE PHILIPPINES' FIRST MULTI-SYSTEM
GAMES
HARDWARE
FORUMS
EVENTS
DATABLITZ
Your Family and Business Multimedia Store
Visit Our Partner Sites
T3MAG.COM.PH
TOMORROW'S TECHNOLOGY TODAY
Internet zone

Subscribe to the FREE GamesMaster Newsletter for more updates >>

GAMING SPOTLIGHT

Anito Game Guide

A complex and multi-faceted RPG, *Anito: Defend a Land Enraged*, represents the ingenuity and creativity of its Filipino developers, Anino Entertainment. *GamesMaster* is proud to present the *Anito: Defend a Land Enraged* Game Guide...

MORE

HOT NEWS

- Rockstar acquisition brings GTA on PSP
- Sony confirm new Tekken for UK
- New Deus Ex, Commandos and Hitman
- Top 20: Pandora Tomorrow remains top
- Jak III: The world's first footage!
- Paper Mario 2: First screenshots revealed

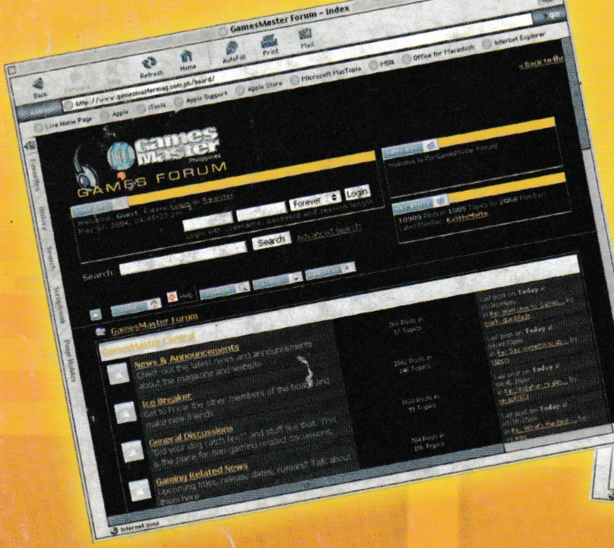
GAME REVIEWS

- Silent Scope Complete [XBOX]
- Fallout: Brotherhood of Steel [XBOX]
- Yager [XBOX]
- Harry Potter: Quidditch World Cup [PS2]
- TOEE: A Greyhawk Adventure [PC]
- Bring 'em Back [Mobile]
- Evil Dead Pinball [Mobile]

GEAR LAB

Win Cool Prizes! Help make GamesMaster better and get a chance to win any

Console Tour


GamesMaster Forum - Index
Back
Refresh
Home
AutoFill
Print
Mail
http://www.gamesmastermag.com.ph/board/
Live Home Page
Apple
iTools
Apple Support
Apple Store
Microsoft MacTopia
MSN
Office for Macintosh
Internet Explorer
« Back to the
Games Master Philippines
GAMES FORUM
Forever
Login
Search
Advanced Search
Help
Internet zone

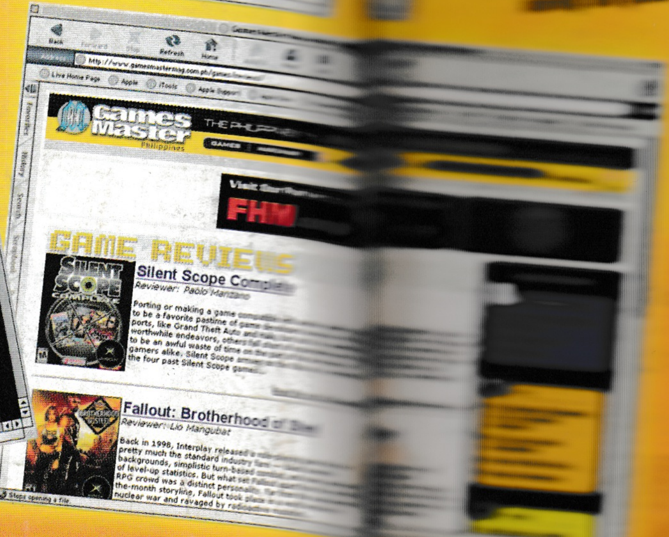
GamesMaster Forum

News & Announcements

Ice Breaker

General Discussions

Gaming Related News


Back
Forward
Refresh
Home
http://www.gamesmastermag.com.ph/games
Live Home Page
Apple
iTools
Apple Support
Games Master Philippines
GAMES
FHM
Steps opening a file

GAME REVIEWS

Silent Scope Comp

Reviewer: Pablo Manzano

Porting or making a game to be a favorite pastime of ports, like Grand Theft Auto worthwhile endeavors, others to be an awful waste of time gamers alike. Silent Scope the four past Silent Scope games...

Fallout: Brotherhood

Reviewer: Lio Mangubat

Back in 1998, Interplay released pretty much the standard industry backgrounds, simplistic turn-based of level-up statistics. But what set RPG crowd was a distinct personality the-month storyline, Fallout took place nuclear war and ravaged by radio

Get connected. Log-in. Immerse yourself in our world.

www.gamesmastermag.com.ph

BRASH KICKASS

The First GamesMaster EB!!!

Be there on May 27, 2004 and witness the re-launch of gamesmastermag.com.ph as the online hub of the most popular videogame magazine in the country!!!

Free gaming! Freebies! Prizes! Kickass Fun!

VENUE: At the fountain area of the Robinsons Galleria Mall during the grand finals of the LG Netopia Challenge!

netopia Internet Café

ag.com.ph - Game Reviews
Mail
MSN
Office for Macintosh
Internet Explorer
MULTI-SYSTEM VIDEO GAME MAG
Forums
EVENTS
CONTACT
.com.ph
Game Reviews
Playstation 2
PC
X-Box

Have you seen the GamesMaster Console Booth lately?

Play the hottest games for free at a mall near you!
Check out the website for schedules!

GamesMaster Philippines

SUMMIT future games

BRIGHT, BOLD, BRASH, KICKASS
TIPS
NEWS
REVIEWS
PREVIEWS
TRICKS
GUIDES
P100
Games Master
Philippines
www.gamesmastermag.com.ph
SUMMIT MEDIA
future games